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1983

San Diego

Chargers

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Pre-season

Offense

*106*  
SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

EXHIBITION GAME #2

AUGUST 13, 1983

RECEIVERS READY LIST

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

PASSING GAME

DROPBACK

363 STOP (SPL LT/RT)

844 WIDE (SPL LT/RT)(SPL SLOT)

585 (SPL LT/RT)

989 F CROSS SNEAK (SPL LT/RT)

474 DELAY (SPL LT/RT)(SPL SLOT)(SPL TGT)

FAKE 474 DELAY (SPL LT/RT)(SPL SLOT)(SPL TGT)

55 UP (SPL LT/RT)

FAKE 55 UP (SPL LT/RT)

364 FLAT (SPL SLOT)(SPL TGT)

SCAT 66 (SPL LT/RT)( I LT/RT)

088 (SPL SLOT)

212 AGGRESSIVE (SPL LT/RT)

OPTION

OPTION LT/RT (SPL LT/RT)

OPTION LT/RT 976 H POST SWING (SPL LT/RT)

PLAY ACTION

528 CH 40/50 (SPL LT/RT)

344 CH 40/50 BOOT (SPL LT/RT)

689 CH 40/50 (I LT/RT)

SCREEN - SALLY/ROSE

LEO - ROGER (SPL LT/RT)(I LT/RT)

626 SALLY/ROSE (SPL)

633 SALLY/ROSE (SPL)

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

RUSHING GAME

PRIMARY RUNS

10/11 STRAIGHT (I LT/RT)(I SLOT)(SPL TGT)  
20/30 ACE OH (I LT/RT)(SPL SLOT)(SPL TGT)  
20/30 COUNTER (I LT/RT)( I SLOT)(SPL TGT)  
40/50 BELLY (I LT/RT)(SPL TGT)  
40/50 LEAD (SPL LT/RT)(SPL TGT)  
60/70 OUTSIDE (I LT/RT)(SPL LT/RT)(SPL TGT)  
60/70 FILL OH (I LT/RT)(SPL TGT)  
80/90 SWEEP (SPL LT/RT)(SPL TGT)  
80/90 TOSS (I LT/RT)(SPL TGT)

DRAWS

20/30 PAINT (SPL LT/RT)(I LT/RT)

GOAL LINE RUNS

40/50 LEAD (FAR, I TIGHT WING)  
40/50 BLAST (FAR, NEAR TIGHT WING)  
80/90 TOSS (I TIGHT WING)  
80/90 PITCH (NEAR TIGHT WING)

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

SITUATIONS

GOAL LINE - SHORT YARDAGE

40/50 LEAD (FAR, I TIGHT WING)  
40/50 BLAST (FAR, NEAR TIGHT WING)  
80/90 TOSS (I TIGHT WING)  
80/90 PITCH (NEAR TIGHT WING)  
ROLL PASS LT/RT (FAR TIGHT WING)

RED AREA

OPT LT/RT (SPL LT/RT)  
633 S/R (SPL LT/RT)(I LT/RT)  
SCAT 66 (SPL LT/RT)(I LT/RT)  
55 UP (SPL LT/RT)  
FAKE 55 UP (SPL LT/RT)  
474 DELAY (SPL LT/RT)  
FAKE 474 DELAY (SPL LT/RT)  
368 (SPL LT/RT)  
212 AGGRESSIVE (SPL LT/RT)  
CHARLIE 40/50 BOOT 528 (SPL LT/RT)

NICKEL

585 (SPL LT/RT)(SPL OPPOSITE)  
844 (SPL LT/RT)(SPL OPPOSITE)  
OPT LT/RT (SPL LT/RT)(SPL OPPOSITE)  
OPT 976 HPSW (SPL LT/RT)(SPL OPPOSITE)  
638 (SPL LT/RT)(SPL OPPOSITE)  
635 (SPL 0)

SAN DIEGO CHARGERS VS. PHILADELPHIA EAGLES

RED BALL

<u>CALL</u>	<u>PLAY</u>
89	989 F CROSS SNEAK
85	585
44	844
20	20 PAINT
80/90	80/90 SWEEP
LEO	HB SCREEN LEFT
ROGER	HB SCREEN RIGHT
11	11 HITCH (AGGRESSIVE)

W. INFO

TERM. & ABREV.'S

OFF SYSTEMS

0'''S

POSIT. & TECH'S

LENIE BLOCKING

RECEIVERS

PASS PROTECT

RUN GAME

PASS. "

PASS PLAYS

SCREENS & DRAWS

SHIRT YOGIE & B.L.

2 MEN OFF.

GAMMY  
KENNEDY

## ABBREVIATIONS

G/L = Coal Line  
M/M = Man to Man  
N/B = No Blitz  
N/T = Not There  
M/O = Man Over  
P/S = Playside  
B/S = Backside  
L.O.S. = Line of Scrimmage  
M.D.M. = Most Dangerous Man  
P.O.A. = Point of Attack  
H.N.B. = Hit No Body  
6 = Short for Loafing.

## POSITION ABBREVIATIONS

### OFFENSE

X = Split End  
LT = Left Tackle  
LG = Left Guard  
C = Center  
RG = Right Guard  
RT = Right Tackle  
Y = Tight End  
Z = Flanker  
A = Halfback  
B = Fullback  
QB = Quarterback

### DEFENSE

T = Defensive Tackle  
E = Defensive End  
N = Nose Tackle  
W = Walt (Weak) Linebacker  
M = Mike (Middle) Linebacker  
S = Sam (Strong) Linebacker  
F = Fourth Linebacker  
WC = Weak Corner  
FS = Free Safety  
SS = Strong Safety  
SC = Strong Corner

## TERMINOLOGY

ACTION	- Play fake pass.
AGGRESSIVE	- Offensive man taking the initiative.
AREA	- A piece of ground that must be protected.
AUDIBLE	- Changing play at line of scrimmage.
BACKSIDE	- Side away from which the play is to be run.
BANJO	- Inside-outside pass coverage by two defenders.
BLACK	- Aggressive pass protection.
BLITZ	- Linebacker or safeties rushing the play.
BOOTLEG	- QB with ball goes opposite the backfield flow.
BRONK	- Style of running play.
BUBBLE	- Area over the offensive linemen by a linebacker.
BUMP & RUN	- Tight inside-out man to man coverage on the receivers, on the L.O.S.
CHANGE	- HB and FB changing alignment.
CHECK	- Alert command.
CHECK WITH ME	- No play called in the huddle.
CLAMP	- Double team block between TE and Wing.
CLIMB	- Movement of offensive linemen or TE up field to LB area.
COMBO	- Short and deep man to man coverage on a receiver.
COUNTER	- Ball moving away from flow.
COVERED	- A defensive man over an offensive man.
CRACK	- Block on inside LB by wide receiver.
CROSS	- Tackle and guard cross block.
CUT	- Playside guard and center change assignments.
CUT OFF	- Block not at point of attack to stop pursuit.
DEEP MIDDLE	- Release inside and block the man defending the deep middle.

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DEFENDER	- Block defender your side.
DELAY	- Timed release (slow) into pass route.
DOUBLE TEAM	- Two or one block.
DRAW	- Fake pass, delay run by back.
DRIVE	- Playside guard and tackle combination scoop.
DUCE	- Playside guard and tackle inside-out double team.
DUDAD	- Two offensive blockers, area blocking two defenders in a stack alignment.
EAGLE	- Defensive alignment.
EVEN	- Refers to four (4) down linemen defenses.
FIRE	<u>Term used on F.C. and P.A.T. to activate pass.</u>
FLARE	- Pass route by offensive.
FLEX	- Split by SE (X).
FLOOD	- Both back out same side into pass route.
FLOW	- Direction in which most of the backs move.
FOLD	- Center and guard cross block.
FORCE	- Block support.
FREE	- Playside guard go thru and block free safety.
"G"	- Playside guard pull and block first man on L.O.S. outside hole called.
GAP	- Block down; protect inside gap.
GEORGE	- Playside guard pull and block L.B.
GRACE	- Playside guard pull and block support.
HANG	- Alert call by TE who will slow block.
INFLUENCE	- Fake block to cause defender to react to fake.
ISOLATION	- Back block on L.B. (ISO)
JAB	- Step in opposite direction of play.
JAY	- Angle step playside.

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KING	- Playside tackle and end assignment change.
LEAD	- Onside back blocking most dangerous man at point of attack.
LEAD OPTION	- Playside RB block support.
LOAD	- Playside RB block load area.
LOCK	- Style of running play.
LOOP	- Playside tackle seal LB with outside release.
MAN "M"	- Block man on-over-outside.
MIKE	- Middle linebacker.
MOTION	- Tells HB or FB to move in motion prior to snap of the ball.
NORMAL	- Regular splits.
NOSE	- Man over center.
"O"	- Backside guard pull and lead thru hole.
ODD	- Refers to defenses with man over centers.
OFFSIDE	- Side away from point of attack.
ONSIDE	- Side toward point of attack.
OPEN	- Action by QB where he turns his front to the hole.
OPTION	- Play or decisions with more than one choice.
OUT	- Wide split by (TE) tight end.
PICK	- Style of running play.
PINCH	- Playside tackle and TE double team.
PIVOT	- Action by the QB Where he turns his back to the hole.
PLAY PASS	- Pass where run is faked (also play action).
PLAYSIDE	- Side of the center to which the play is to be run.
POINT OF ATTACK (P.O.A.)	- Spot at which the ball is to cross the line of scrimmage.
POST	- "M" Block executed on double team.
REACH	- Block outside number to point of attack.
READ	- Blocking technique by onside guard or tackle vs. linebacker.
REVERSE	- Play that starts one way and then goes to the opposite side.

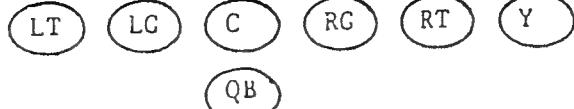
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"S"	- Backside guard pull and block the outside man on L.O.S.
SAM	- Name for linebacker to TE side.
SCAN	- Pass protection used by offensive linemen.
SCISSORS	- Guard-tackle cross block - guard blocks out/tackle goes behind.
SCOOP	- Center and guard combination.
SEAL	- Blocks any lateral pursuit from inside.
SLICE	- Backside guard and center assignment exchange.
SMACK	- Crack block on strong safety - above the waist, by wide receiver.
SPRINT	- Type QB action to pass.
SQUEEZE	- Playside guard and tackle double team.
STRAIT	- Style of running play.
SUPPORT	- Playside tackle pull and block support.
SWEEP	- Style of running play.
"T"	- End and tackle cross block.
TESS	- Playside tackle pull and block support.
TIM	- Playside guard and tackle assignment exchange. Tackle in/guard behind.
TOM	- Playside tackle pull and block LB.
TRAP	- Backside guard pull and block.
VEER	- Center, playside guard vice.
VICE	- Playside guard and center double team.
WEDGE	- Block solid to play hole.
YOKER	- Motion by Y (T.E.) over to the other side.
ZAP	- Z Motion away.
ZIP	- Z motion in.
ZOOM	- Z motion over to other side.

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POSITION NAMES

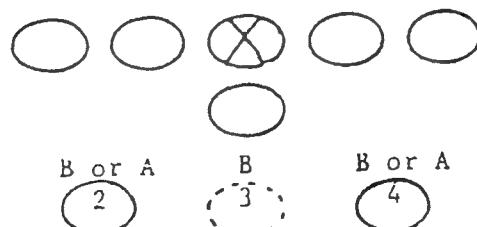
X



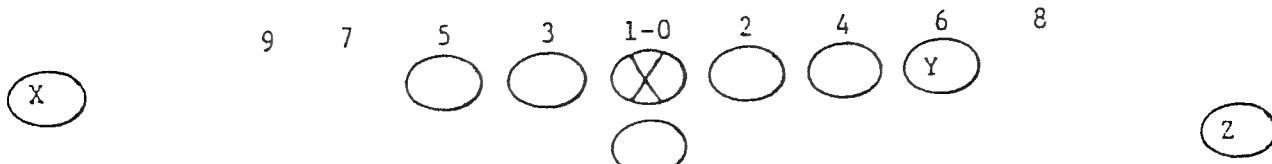
Z

A

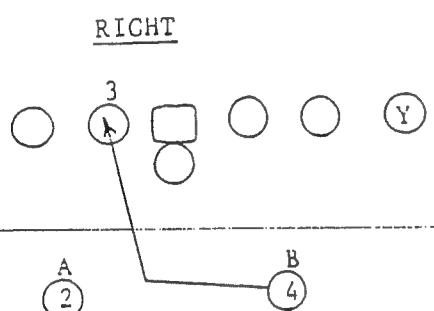
B

C = CENTER, over the ball.LG = LEFT GUARD, always left on L.O.S.RG = RIGHT GUARD, always right on L.O.S.LT = LEFT TACKLE, always left on L.O.S.RT = RIGHT TACKLE, always right on L.O.S.X = SPLIT END, away from direction of formation call, on the L.O.S.Y = TIGHT END, toward direction of formation call, on the L.O.S.Z = FLANKER OR SLOTBACK, toward direction of call on MOST formation, off the L.O.S.A = HALFBACK, formation will determine alignmentB = FULLBACK, formation will determine alignmentQB = QUARTERBACK, behind the center.BACKFIELD NUMBERING FOR RUNS

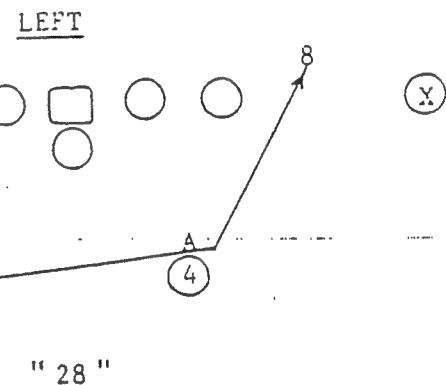
1. #4 Back will carry all 40 plays
2. #2 Back will carry all 20 plays
3. #3 Back will carry all 30 plays
4. All "I" Formation running plays will be called with a single digit number.
5. OR will carry on all deep



## EXAMPLES

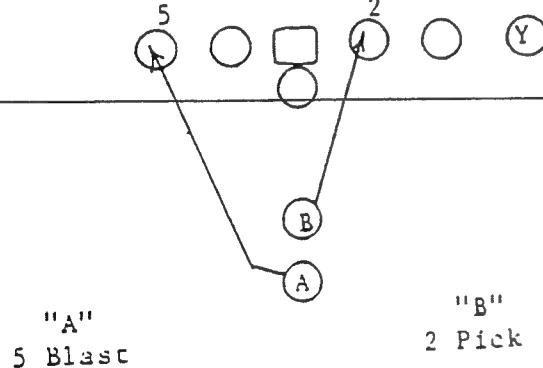


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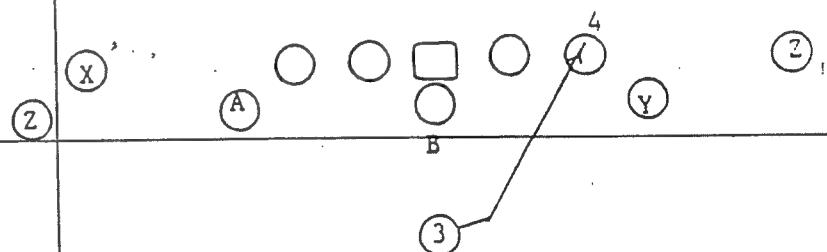


"28"

## I RIGHT OR LEFT

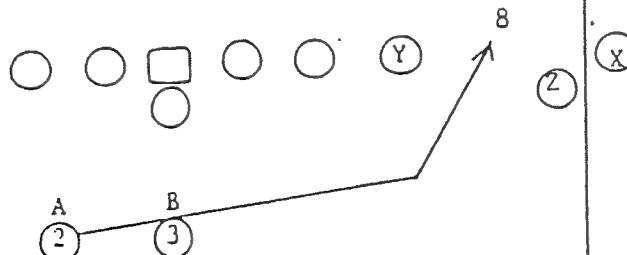
"A"  
5 Blasc"B"  
2 Pick

## SPREAD RIGHT



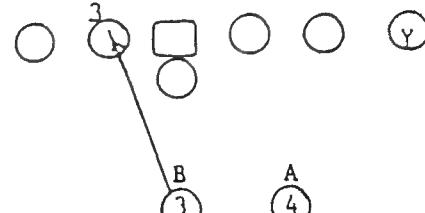
"34"

## PRO RIGHT

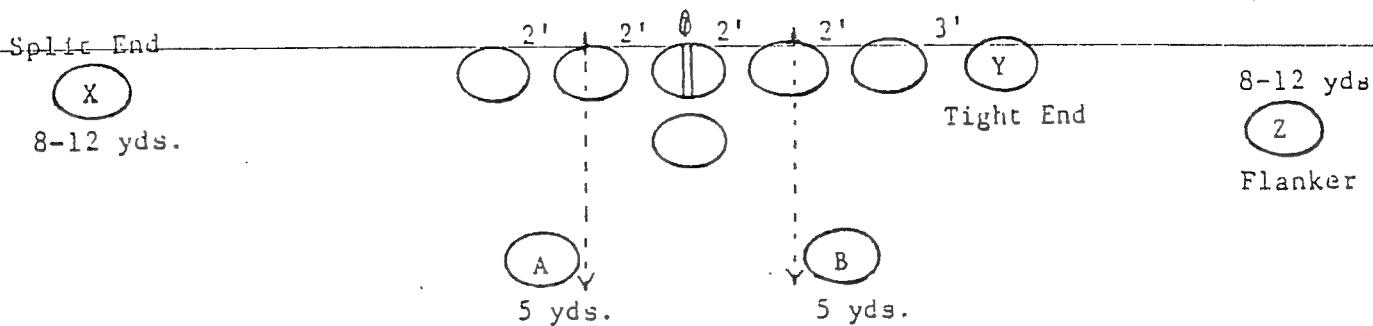


"28"

## STRONG RIGHT



"33"

BASIC SPLITS

LINE SPLITS - GUARDS and TACKLES = two feet

TIGHT END - THREE FEET, OPEN = 5 to 6 yards, OUT = 8 to 12 yards

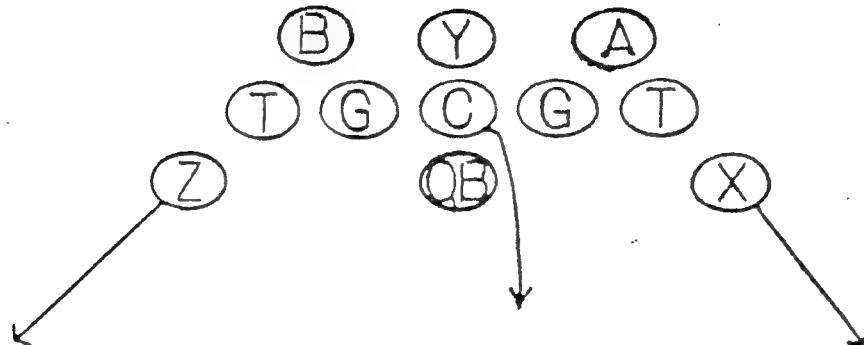
BACKFIELD DEPTH - FEET at 5 yards from the ball, inside foot split the guard.

I BACK DEPTH - FEET at 7 yards from the ball

FLANKER - 8 to 12 yards from tackle, head even with linemen's hips.  
CP: In SLOT 6 yards from tackle. TWIN = 3 yards from X,  
WING = 3 feet from Y.

SPLIT END - 8 to 12 yards from tackle on the L.O.S. FLEX = 6 yards  
TIGHT = 3 feet.

## THE HUDDLE

PROCEDURE

1. Center will locate the Huddle eight yards from the ball with a loud call of "huddle". The center is responsible for alerting everyone to down & distance.
2. All players will look at the QB. Linemen will have hands on knees. All other players will stand upright.
3. The QB will command the huddle. No talking once the QB enters the huddle.

QUARTERBACK'S PROCEDURE

1. The QB will call: formation, play and snap count.
2. The QB will hesitate and let the wide receivers and the center break the huddle. (X will go before Z)
3. The QB will repeat the snap count to the remaining players. The QB will pause for any checks. If anything is misunderstood, check with the QB now.

BREAKING THE HUDDLE

1. After X, Z and the center have left the huddle, the QB will call "Ready-Break". Everyone will clap together on break and hustle to the line of scrimmage.
2. The FB and HB will let the TE clear before they break.
3. We only have 25 seconds to get the play started. We must all be efficient in the huddle to save time to allow us to audible at the line if necessary.

QUARTERBACK PROCEDURE FOR CALLING PLAYSOFFENSIVE PLAYS WILL BE CALLED IN SEVERAL PARTS:

1. Formation - Denotes backs set, and receivers position.
2. Direction - Right or left denotes tight end and flanker.
3. Variations - Words to alter the basic formation, such as CHANCE, SLOT, OPEN, FLEX, etc.
4. Play Call - Single or double digit number, style of play and blocks.
5. Snap Count - X, Z, and Center leave huddle.
6. Repeat Play and Snap Count - pause - "Ready Break"

EXAMPLES:

I RIGHT	2 PICK	ON HIKE
RIGHT	26 BRONK	ON SET
I LEFT (OPEN)	4 BLAST	ON 1
LEFT (SLOT)	98	ON 2
LEFT (TIGHT)	49 SWEEP	ON 3
SPREAD RIGHT	35 LEAD DRAW	ON 4

TEAM PROCEDURE AT THE LINE OF SCRIMMAGE:

1. After the break from the huddle -
  - A. All must hustle to the L.O.S.
  - B. All linemen, backs and receivers take a three (3) point stance as quickly as possible. We must be set (no movement) for one (1) second.
2. Motion will be started by the quarterback lifting his heel with a quick movement.

QUARTERBACK'S PROCEDURE AT THE LINE OF SCRIMMAGE

1. The Quarterback will check the total formation as he is taking his position behind the center.
2. The Quarterback will check the defensive front and the secondary.
3. The Quarterback will start the cadence with the word "HIKE".
4. CP: The Center will snap the ball if the defense violates the neutral zone.

CADENCE

1. HIKE! On Hike  
( Live Or )  
( Dummy Name )
2. QB call audible system. Ei: UTAH 26---UTAH 26
3. SET! On Set
4. HUT! On One
5. HUT!...HUT! On Two
6. HUT! HUT!... HUT! On Three
7. HUT!... HUT! HUT!... HUT! On Four

(CP: We use a rhythmic non - rhythmic snap count.)

8. If the snap count in the huddle is on HIKE or SET, then the Quarterback will not audible at the L.O.S...
9. Whenever a "LIVE" audible changes the original play that was called in the huddle, we will not change the snap count. The snap count will always be what was called in the huddle.

AUDIBLE SYSTEM

1. Our Audible System is based on the QB at the L.O.S. calling out the "LIVE" name, the following number is the new play.
2. The QB will call the Audible name (Live or dummy) twice. He will call it once in each direction, right then left.
3. All Live Audibles the ball will be snapped on the count given in the huddle.

EXAMPLE: (Live name is "UTAH")

Snap count called in the huddle is 3 and play called is 8 sweep.

A. IF the Q.B. wants to audible he says,

HIKE!

"UTAH" 2 pick... "UTAH" 2 pick set!

HUT! HUT!... HUT!

The new play is now 2 pick and the snap count remains on 3.

B. IF the QB does not want to audible, he uses a dummy name.

HIKE!

KANSAS 2 PICK...KANSAS 2 PICK

SET!

HUT! HUT!... HUT!

The play and snap count does not change.

4. IF the snap count in the huddle is on "HIKE" or "SET" the QB will not audible.

CHECK WITH ME

1. When "Check with Me" is called in the huddle, only the formation and the snap count will be given. The play is then called at the L.O.S.. The ball will be snapped on the count given in the huddle.
2. Occasionally two styles of play may be called in the huddle and then add the number at the L.O.S..
3. This means the play that is called at the L.O.S. is the play that we will run. Cp: We will not use our live audible name when "Check with Me" is being used.

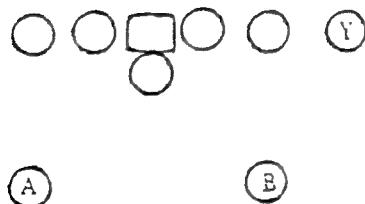
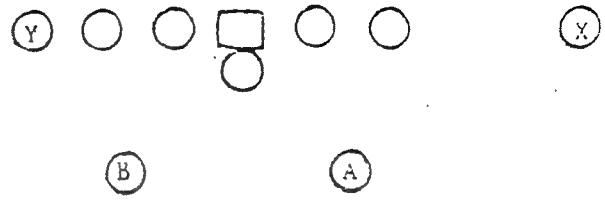
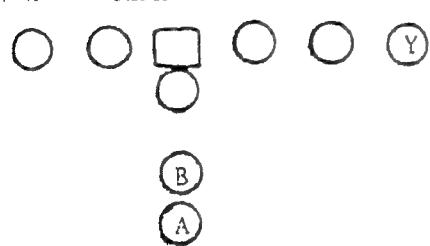
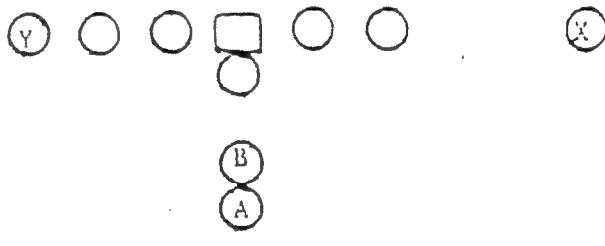
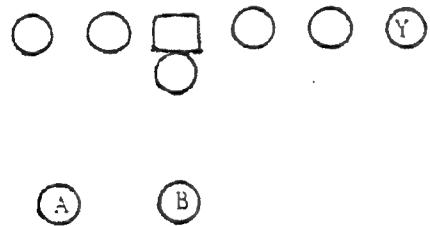
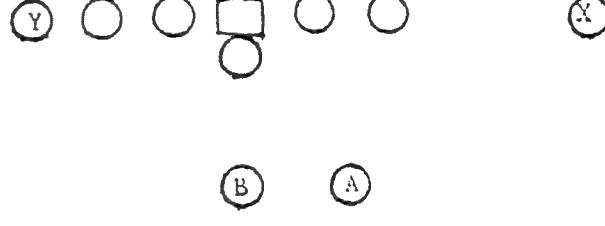
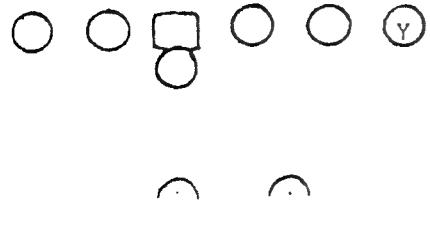
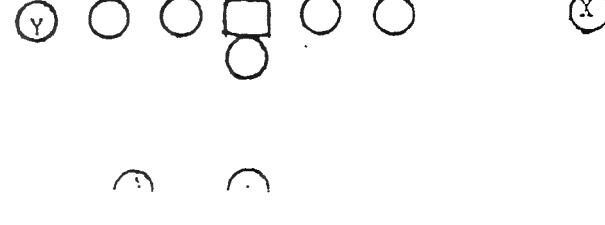
EXAMPLES:

- QB will call in the huddle:
  - a. Check with Me
  - b. Left Slot on 2
  - c. Left Slot on 2
  - d. "Ready Break"

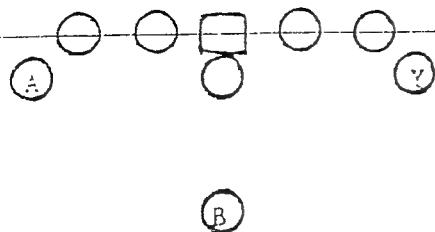
At the L.O.S. he will read the defense, then proceed to call the play.

- a. HIKE!
- b. Auburn 178
- c. Auburn 178
- d. SET!
- e. HUT!...HUT!

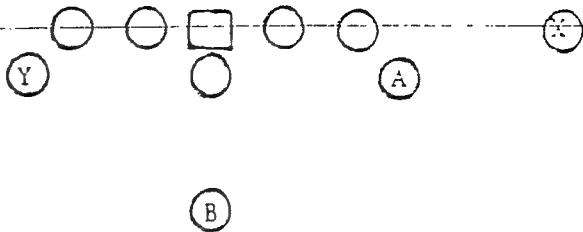
We would execute Pass X 786

FORMATIONSRIGHTLEFTI RIGHTI LEFTPRO RIGHTPRO LEFTSTRONG RIGHTSTRONG LEFT

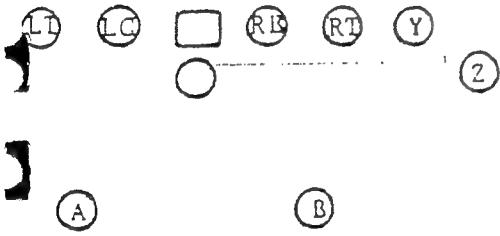
SPREAD RIGHT



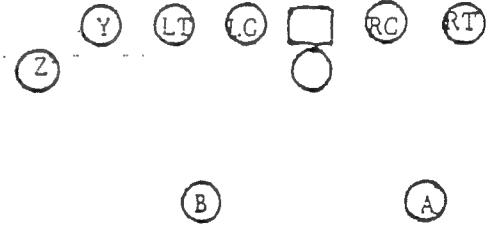
SPREAD LEFT



FROG RIGHT

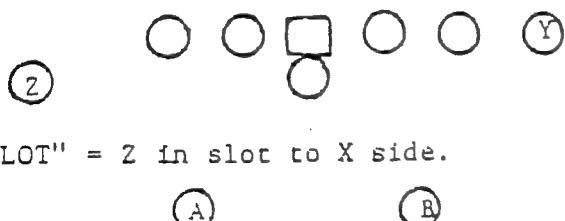


FROG LEFT

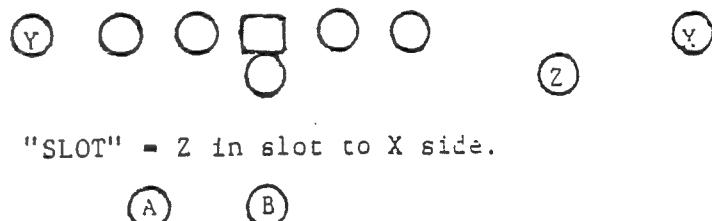


FORMATION VARIATIONS

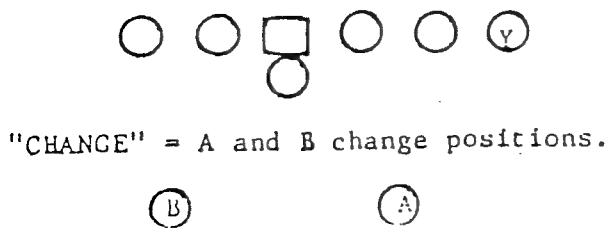
RIGHT "SLOT"



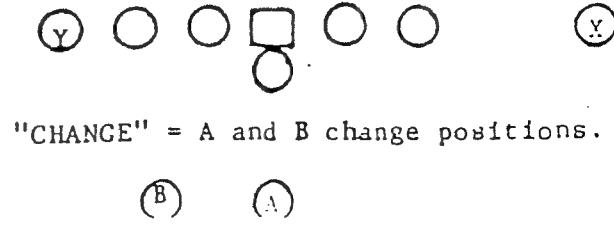
STRONG LEFT "SLOT"



RIGHT "CHANGE"



STRONG LEFT "CHANGE"



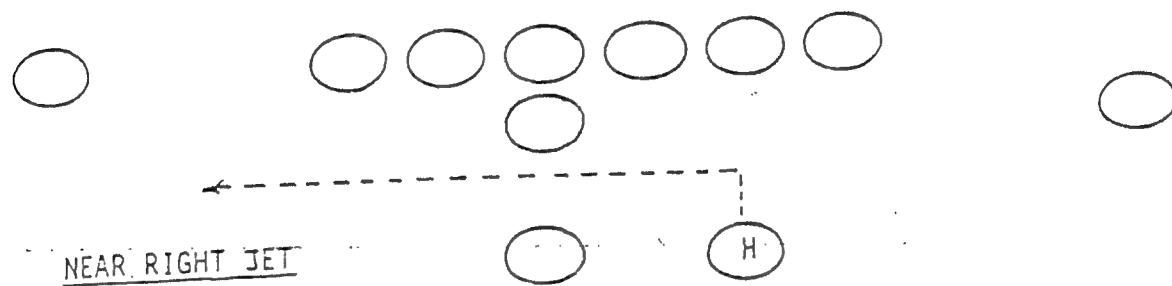
"CHANGE" = A and B change positions.

"CHANGE" = A and B change positions.

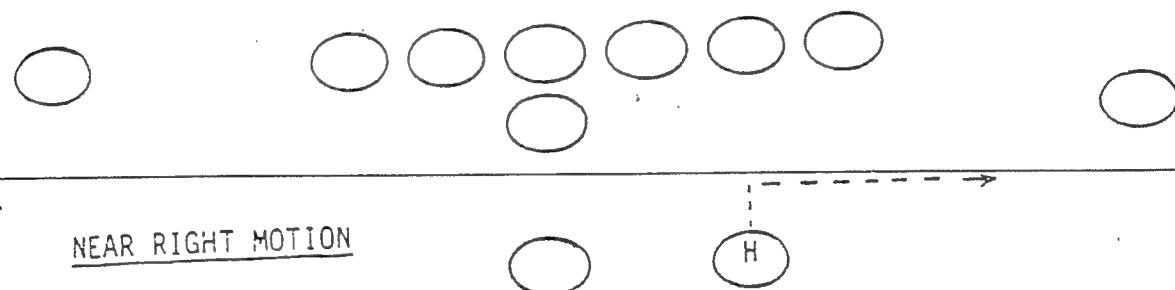
MOVEMENT (CONTD.)MOVEMENT PATTERNS WITH BACKS

BACKFIELD MOVEMENT IS CLASSIFIED IN 2 WAYS: (1) JET AND (2) MOTION.

JET MOVEMENT IS MOVEMENT BY THE BACK TO THE SINGLE RECEIVER SIDE. JET  
MOTION WILL ALWAYS RESULT IN A DOUBLES SET.



MOTION MOVEMENT IS MOTION BY THE BACK TO THE 2 RECEIVER SIDE. MOTION  
MOVEMENT WILL ALWAYS RESULT IN A TRIPS SET.



ALL BACKFIELD MOVEMENT FROM A 2 BACK SET WITH OUR NORMAL PERSONNEL WILL BE  
CALLED FROM THE ORIGINATING FORMATION.

B.H.C

## MOVEMENT

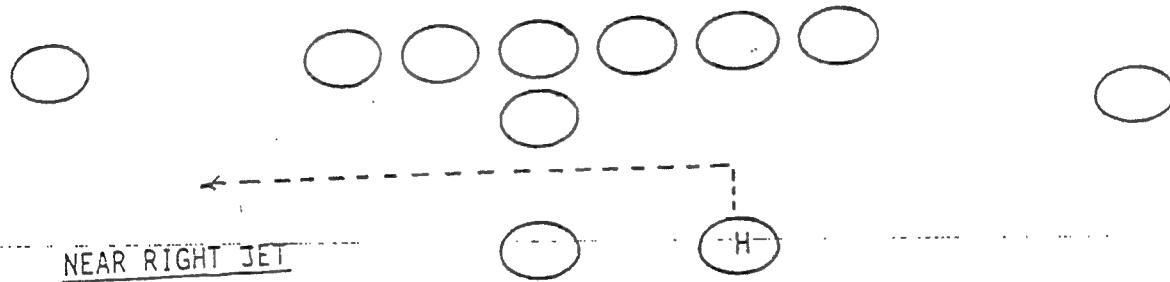
MOVEMENT IS VERY IMPORTANT TO OUR TOTAL OFFENSIVE SYSTEM. THERE ARE SEVERAL  
REASONS FOR MOVEMENT IN OUR OFFENSE; AMONG THE MOST PROMINENT REASONS ARE:

1. TO CREATE A PERSONNEL ADVANTAGE BY CREATING COVERAGE MIS-MATCHES ON OUR RECEIVERS OR BACKS.
2. TO CREATE A PERSONNEL ADVANTAGE BY EFFECTING CHANGES IN RUN SUPPORT AND FORCE RESPONSIBILITIES.
3. TO CREATE SECONDARY MOVEMENT IN AN EFFORT TO BETTER ENABLE OUR QUARTER-BACKS TO RECOGNIZE COVERAGES.
4. TO GET OUR PERSONNEL IN BETTER POSITION TO EXECUTE THEIR GIVEN ASSIGNMENT.
5. TO CREATE PROBLEMS FOR THE DEFENSE IN MAN UNDER COVERAGES WHEN ATTEMPTING TO HOLD OR BUMP RECEIVERS AT THE LINE OF SCRIMMAGE.
6. TO CREATE AN OPPORTUNITY FOR INDECISION, CONFUSION, AND/OR MIS-ALIGNMENT BY THE SECONDARY.
7. TO CAUSE MOVEMENT ON THE PART OF THE DEFENSE IN AN EFFORT TO REALIGN THEIR PERSONNEL WITH THE COVERAGE CALLS AND CHANGES AND NOT ALLOW THEM TO SET THEMSELVES AND REACT TO FAMILIAR OFFENSIVE PATTERNS. MAKE THE DEFENSE PLAY "ON THE MOVE."
8. TO FORCE OPPONENTS TO SPEND PRACTICE TIME AND EFFORT ON ADJUSTING TO MOVEMENT PATTERNS RATHER THAN IMPROVING DEFENSIVE SKILLS AND SCHEMES.
9. TO CREATE A VISUAL COMPLEXITY TO THE DEFENSE, YET BE ABLE TO RUN THE SAME BASIC PLAYS FROM A VARIETY OF LOOKS.

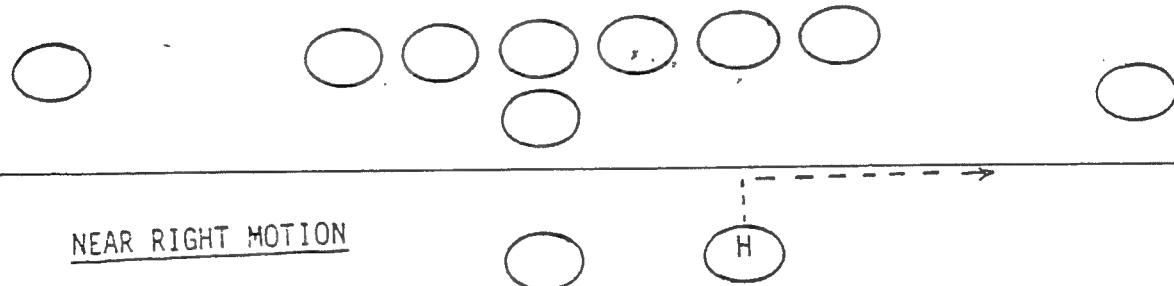
MOVEMENT (CONTD.)MOVEMENT PATTERNS WITH BACKS

BACKFIELD MOVEMENT IS CLASSIFIED IN 2 WAYS: (1) JET AND (2) MOTION.

JET MOVEMENT IS MOVEMENT BY THE BACK TO THE SINGLE RECEIVER SIDE. JET  
MOTION WILL ALWAYS RESULT IN A DOUBLES SET.



MOTION MOVEMENT IS MOTION BY THE BACK TO THE 2 RECEIVER SIDE. MOTION  
MOVEMENT WILL ALWAYS RESULT IN A TRIPS SET.

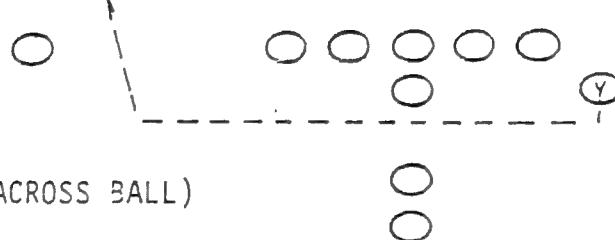


ALL BACKFIELD MOVEMENT FROM A 2 BACK SET WITH OUR NORMAL PERSONNEL WILL BE  
CALLED FROM THE ORIGINATING FORMATION.

MOVEMENT PATTERNS WITH RECEIVERS (CONTD.)

EXAMPLES OF TIGHT END MOVEMENT:

FLY

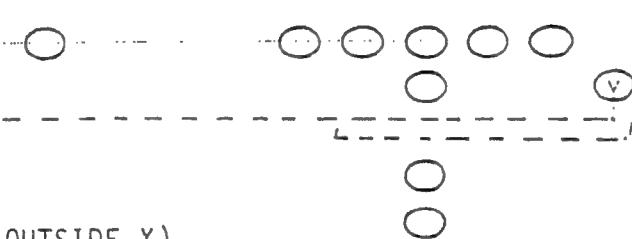


(MOVEMENT ACROSS BALL)

FLYOUT

(MOVEMENT AWAY FROM BALL)

BZZZ



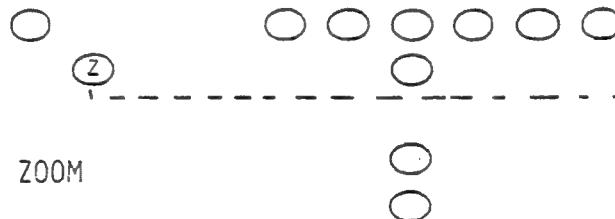
(MOVEMENT OUTSIDE X)

FAKE FLY

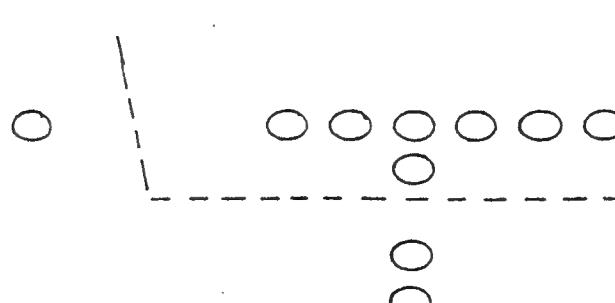
(REVERSE MOVEMENT)

ALL RECEIVER AND TIGHT END MOVEMENTS WILL BE CALLED TO THE FORMATION WE WILL  
END UP IN. FOR EXAMPLE:

I RIGHT ZOOM

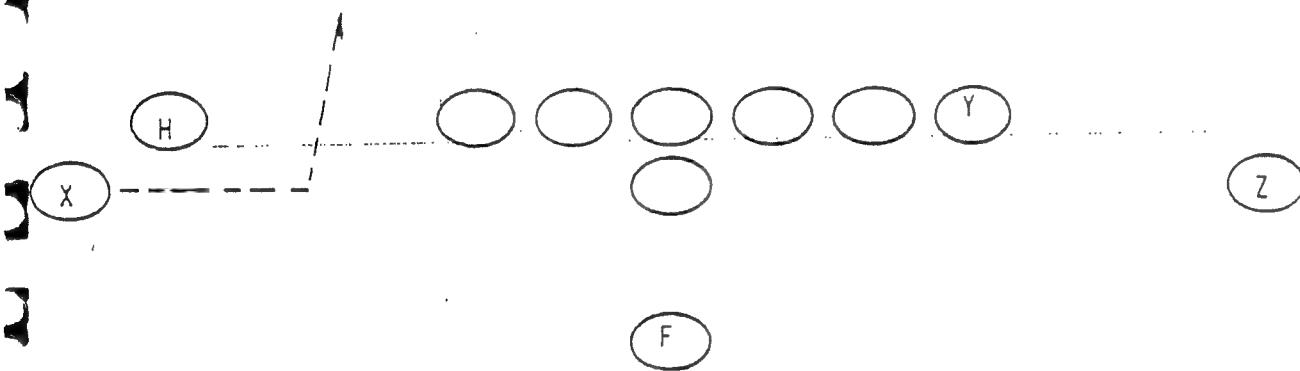


I RIGHT SLOT ZOOM

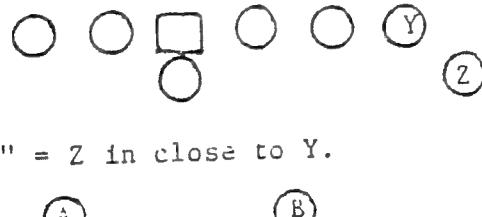


MOVEMENT PATTERNS WITH RECEIVERS (CONTD.)SPECIAL MOVEMENT PATTERNS

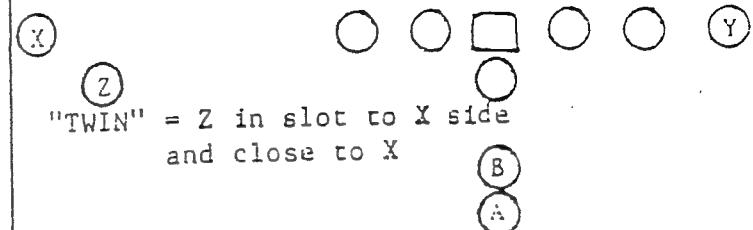
THERE ARE SITUATIONS IN WHICH SPECIAL MOVEMENT PATTERNS WILL BE UTILIZED, NAMES FOR WHICH MAY BE CREATED AS GAME PLANS DICTATE. ONE SUCH MOVEMENT IS "DART." DART IS A MOVEMENT INHERENT TO A FORMATION. IT IS DUAL FORMATION WITH SHORT JET BY X.



ALL MOVEMENT IS GAME PLANNED AND WILL BE TIMED OUT FOR THE PLAYER TO EXECUTE HIS GIVEN ASSIGNMENT. THE MAN REQUIRED TO MOVE WILL NOT GET AN INDICATOR BY THE QB OR A SET PART OF THE CADENCE TO ALWAYS MOVE ON, BUT WILL TIME UP THE MOVEMENT WITH THE PLAY, FORMATION, ASSIGNMENT, AND CADENCE TAKEN INTO CONSIDERATION.

FORMATION VARIATIONS AND MOTION"WING" RIGHT

"WING" = Z in close to Y.

I RIGHT "TWIN"

"TWIN" = Z in slot to X side  
and close to X

SPLIT END (X), SPLITS

Normal

(X)  
Split  
2 yds.

(X)  
Flex  
6 yds.

(X)  
Tight  
1 yd.

TIGHT END (Y) SPLITS

(X)

(O)

(O) (O) (square) (O)

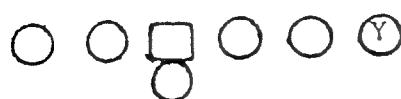
Normal  
(Y)  
Tight  
1 yd.

(Y)  
Open  
4-6 yds.

(Y)  
Out  
8-10 yds.

FULLBACK MOTION

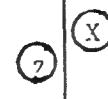
1. "B" motion right.
2. "B" motion left.



2. 1.

HALFBACK MOTION

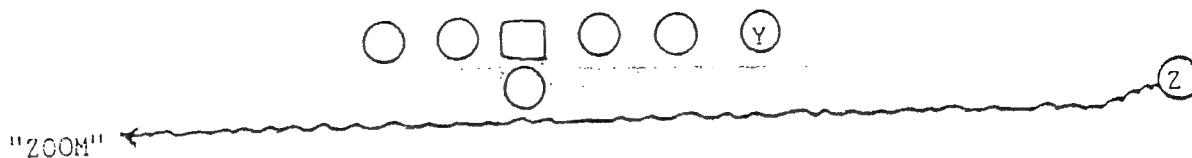
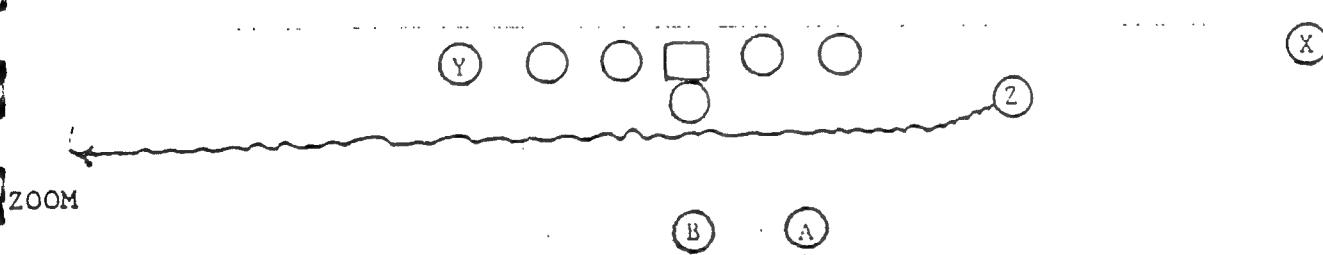
1. "A" motion right.
2. "A" motion left



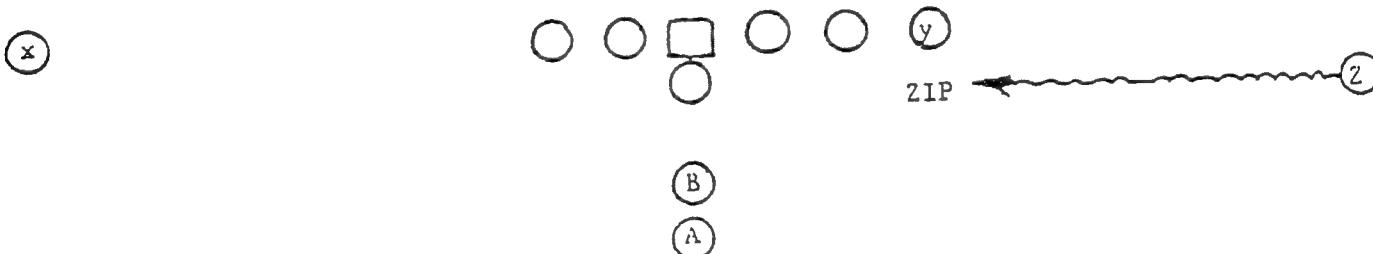
2. 1.

RIGHT SLOT "ZOOM"

ZOOM = Z motion to the Other side to build the formation called.

PRO LEFT "ZOOM"I RIGHT "ZIP"

ZIP = Z motion In toward formation called.

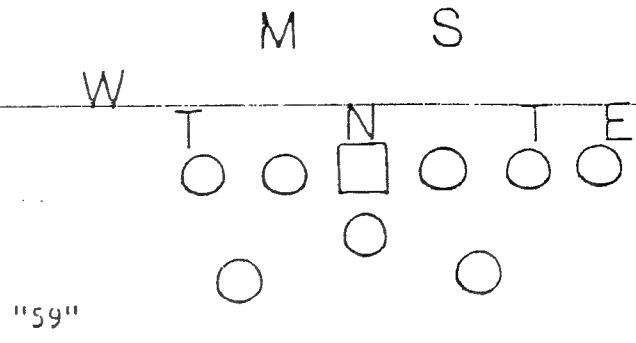
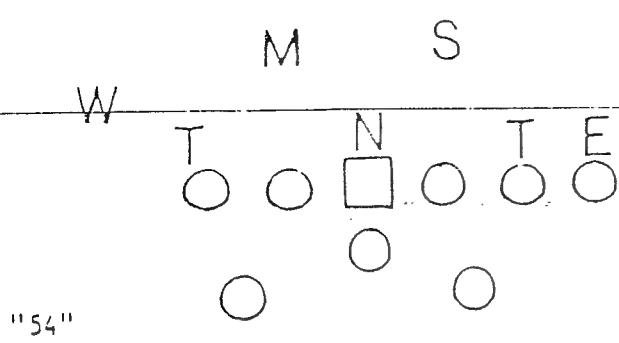
WING RIGHT "ZAP"

ZAP = Z motion Away from formation called.

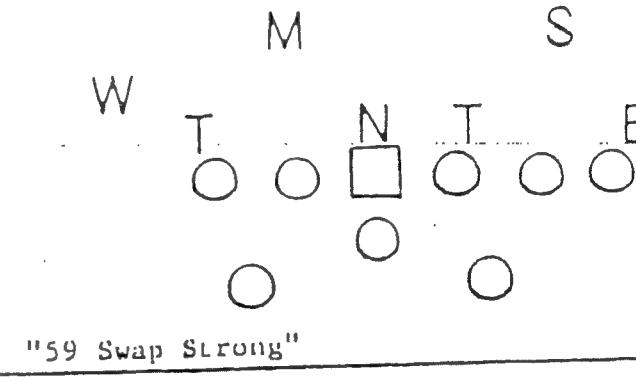
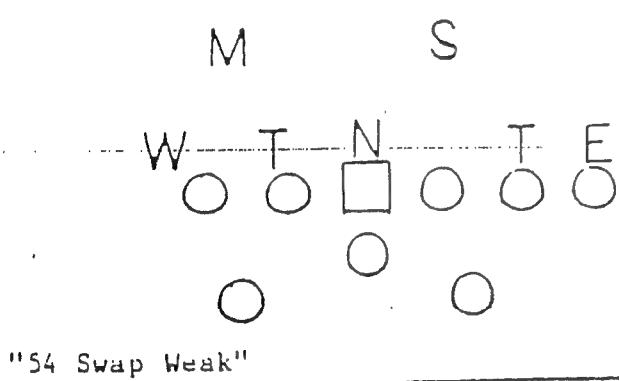


## ODD FRONTS

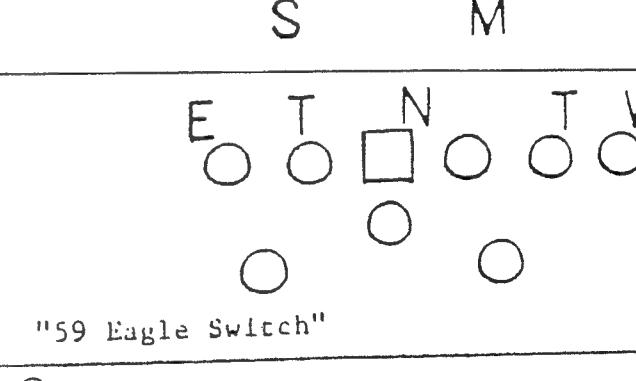
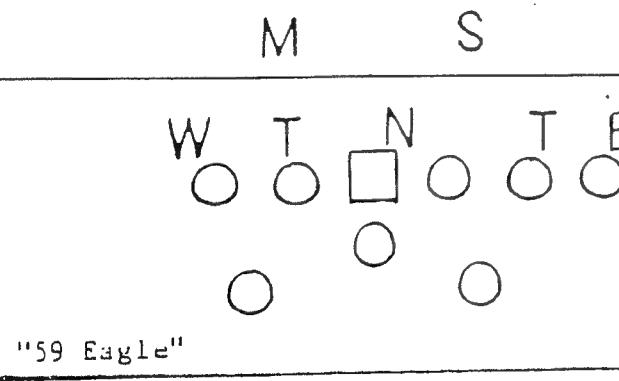
12



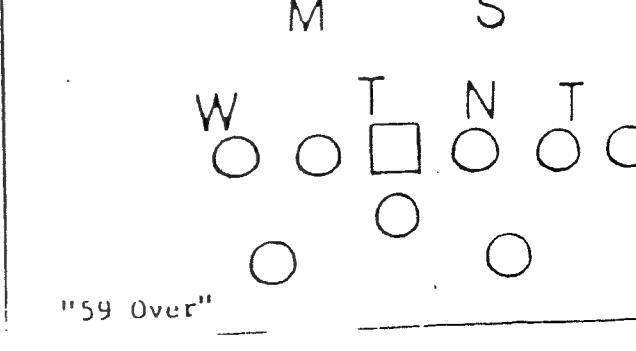
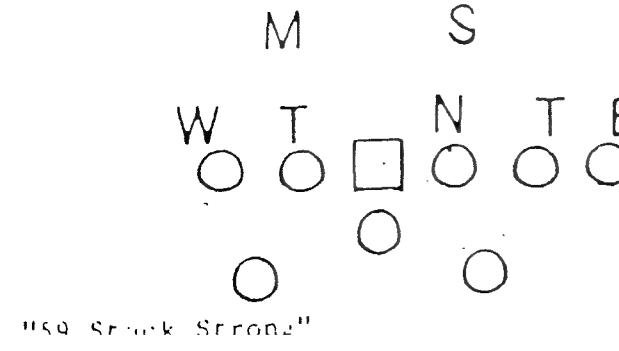
34



56

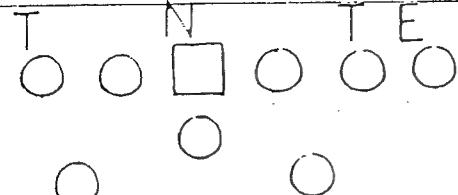


78



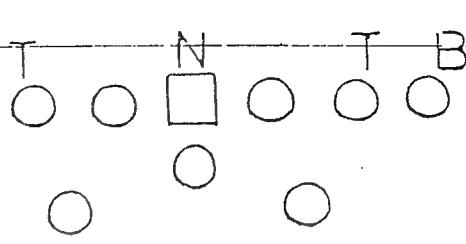
ODD FRONTS CONT'D.

M S SS

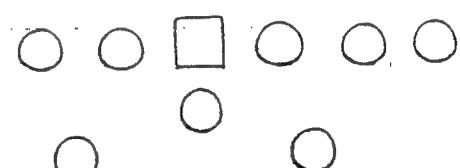
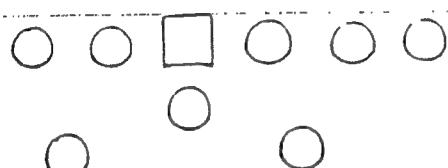


2

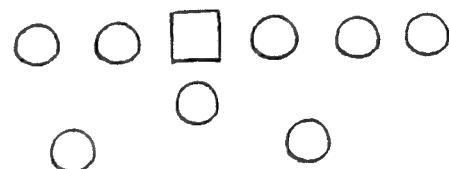
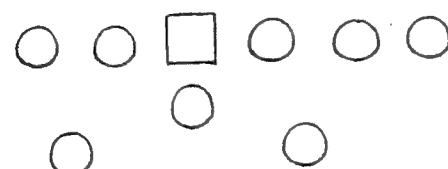
M S



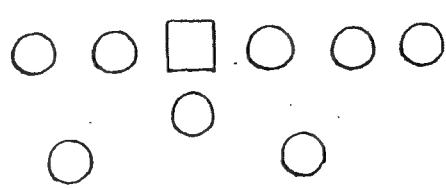
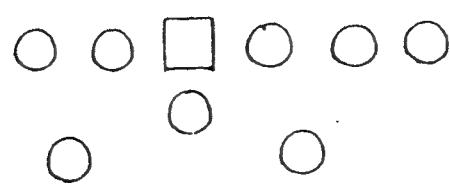
3 4



5 6



7 8



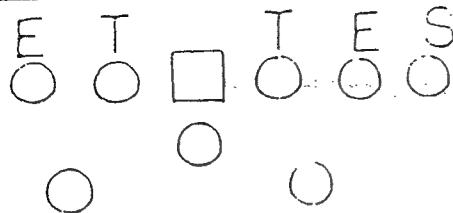
DEFENSES  
EVEN FRONTS

DEFENSES

1 2

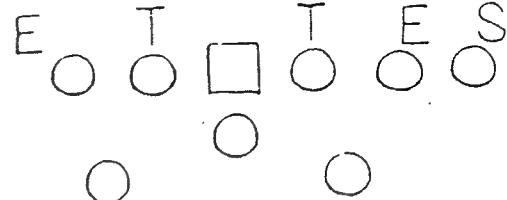
M

W



"25"

W M

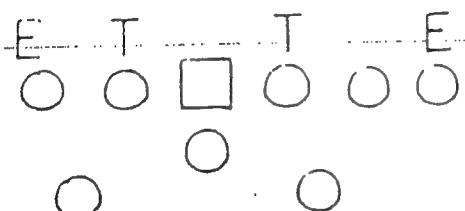


"25 Swap Weak"

3 4

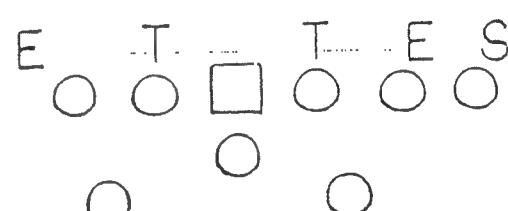
M S

W



"25 Swap Strong"

W M

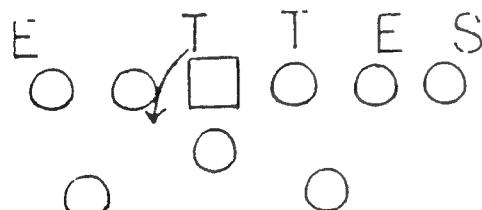


"25 Stack Strong"

5 6

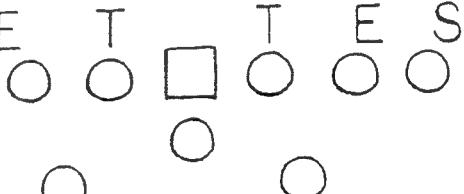
M

W



"25 Over"

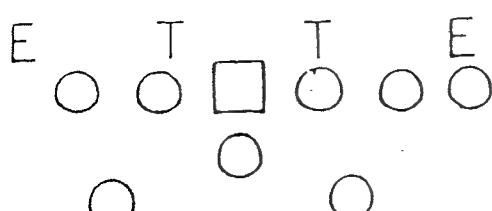
W M



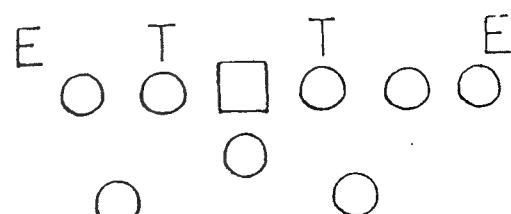
"25 Slide Strong"

7 8

W M S

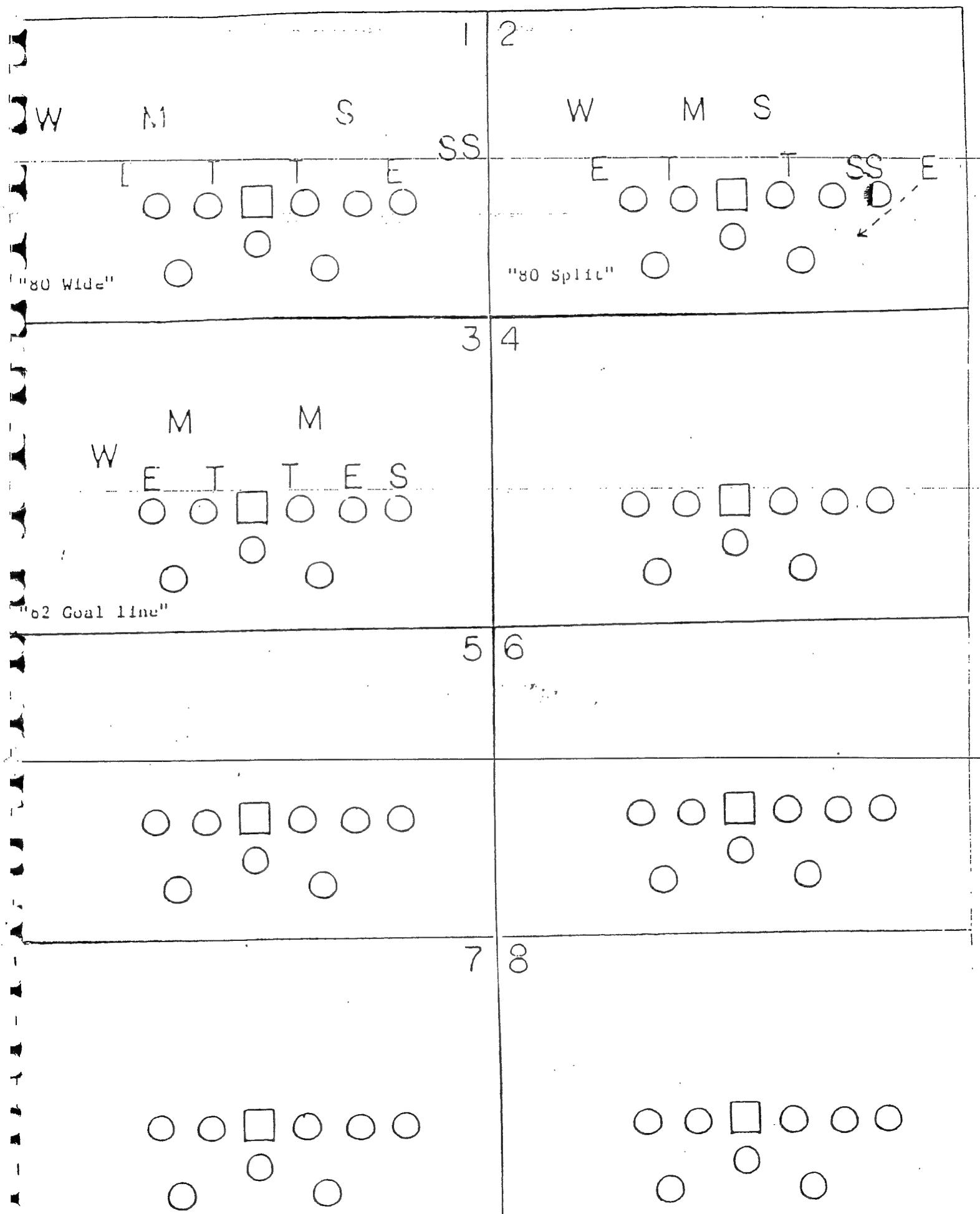


W M S

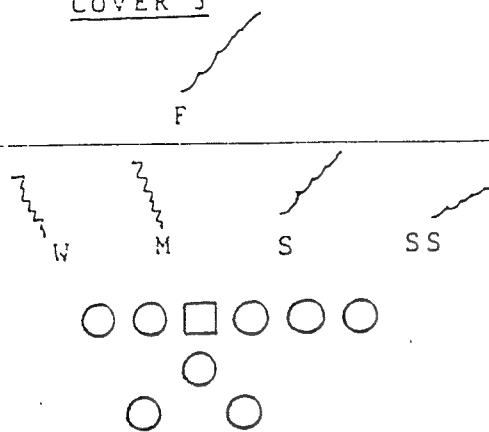
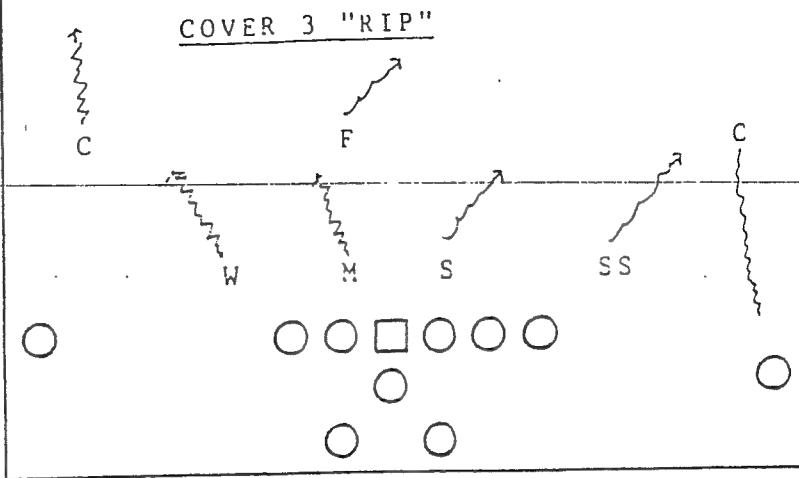
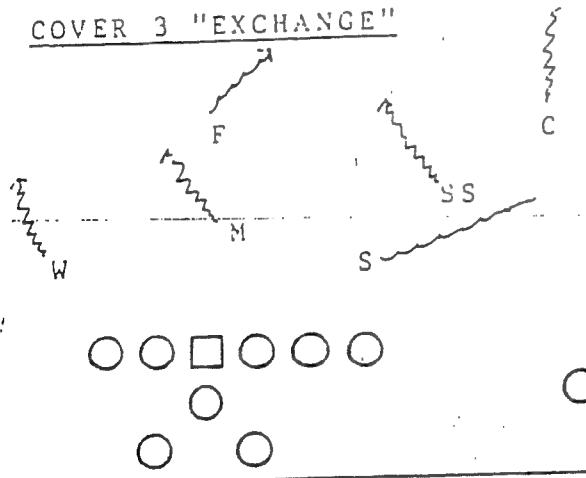
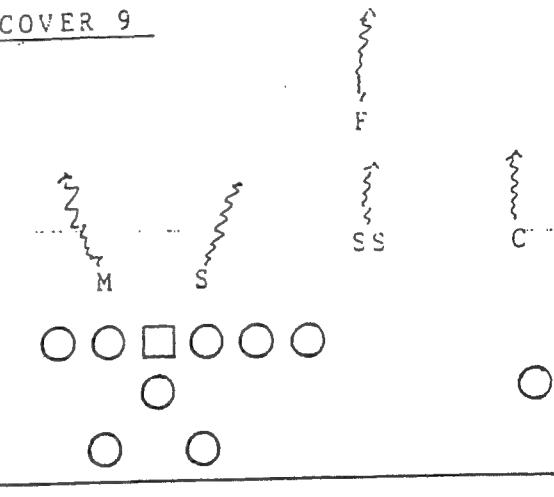
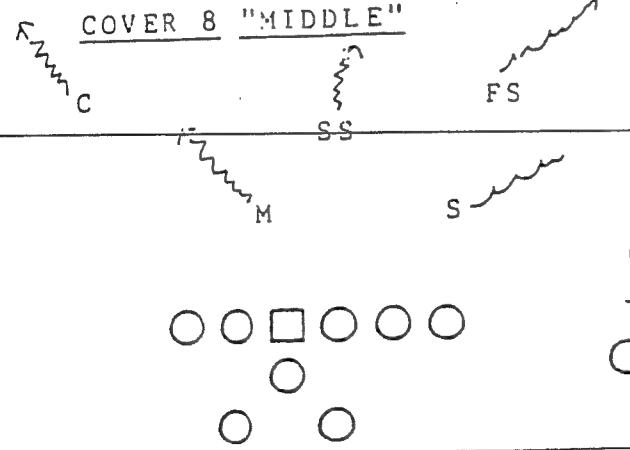
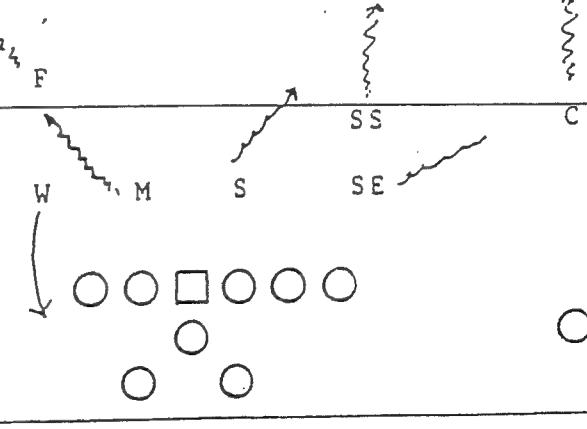


"29"

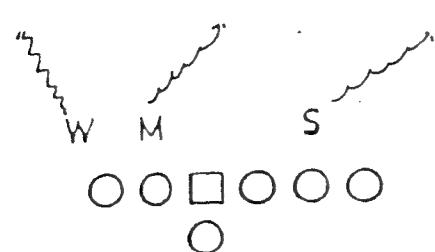
DEFENSES  
EVEN FRONTS (8 MAN)



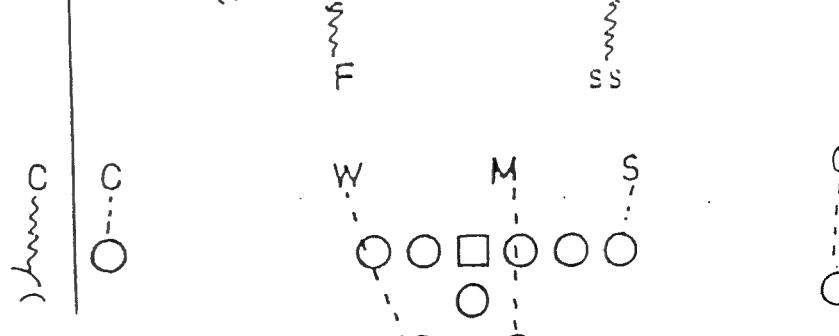
## DEFENSIVE PASS COVERAGES

COVER 3COVER 3 "RIP"COVER 3 "EXCHANGE"COVER 9COVER 8 "MIDDLE"COVER 7COVER 2

COVER 2 (INVERT)

COVER 2 "MAN"

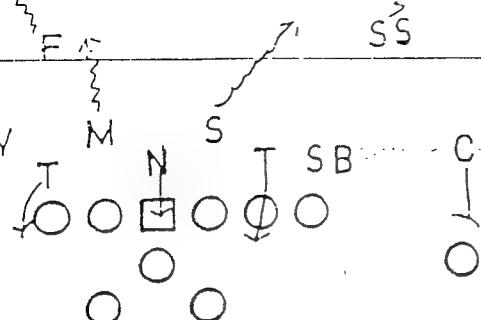
(MAY COMBO EITHER X, Y OR Z)



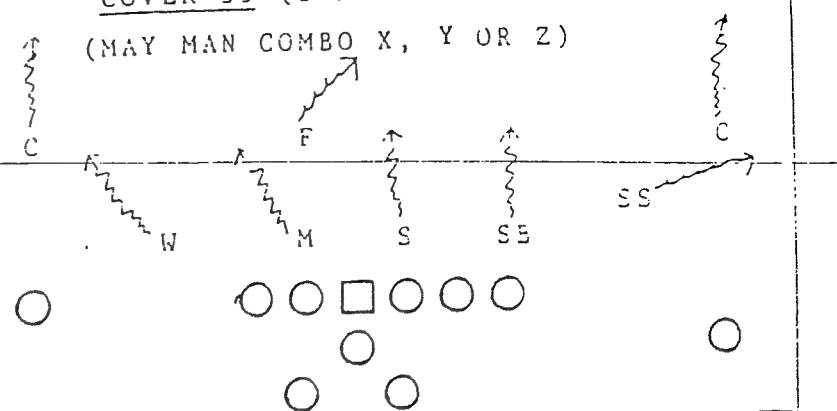
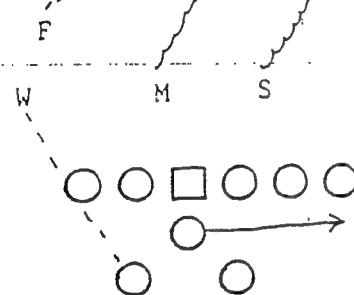
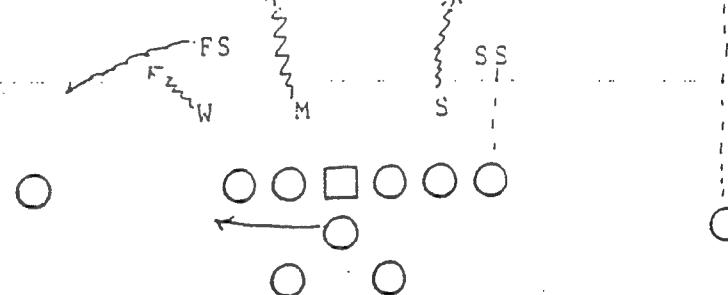
## PASS COVERAGES CONTINUED

COVER 26 (3 MAN RUSH)

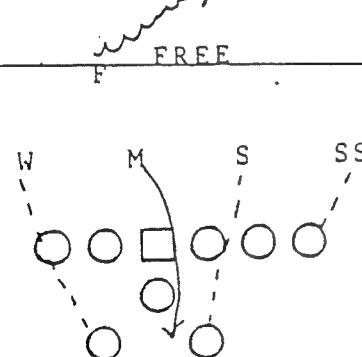
(MAY MAN COMBO X, Y OR Z)

COVER 35 (3 MAN RUSH)

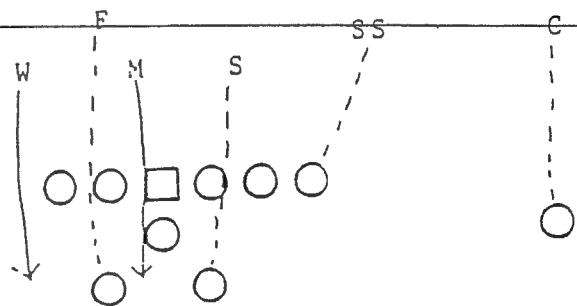
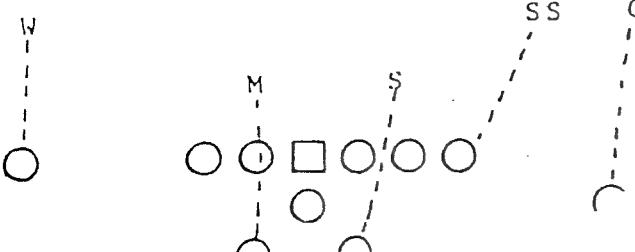
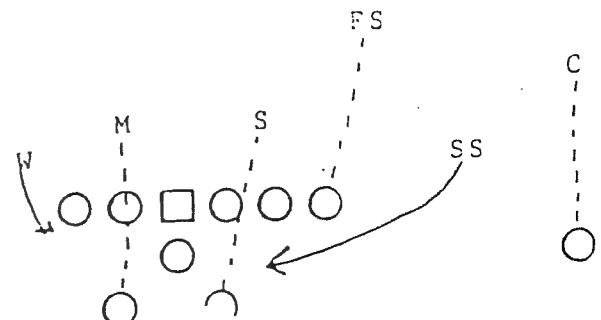
(MAY MAN COMBO X, Y OR Z)

COVER 1 (STRONG)COVER 1 (WEAK)COVER 4

(MAY BLITZ 1 LINEBACKERS)

COVER 5 (BLITZ COVERAGE)

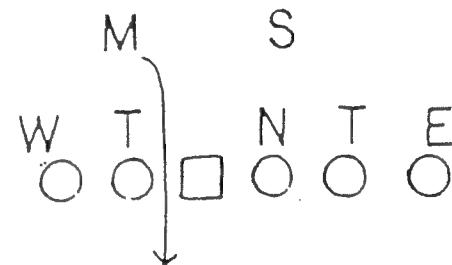
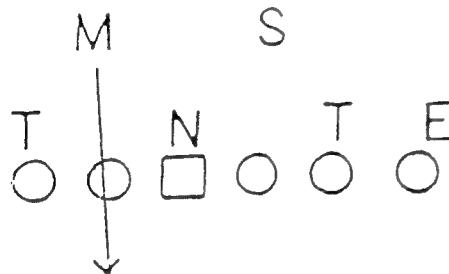
(MAY BLITZ 2 LINEBACKERS)

9 MANSTRONG CAT

DEFENSIVE STUNT AND BLITZ DEFINITIONS

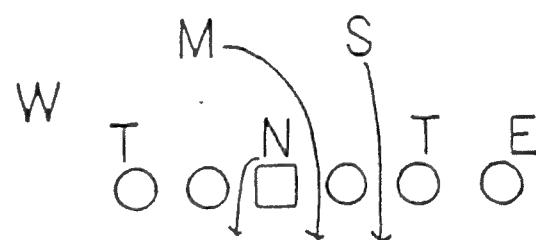
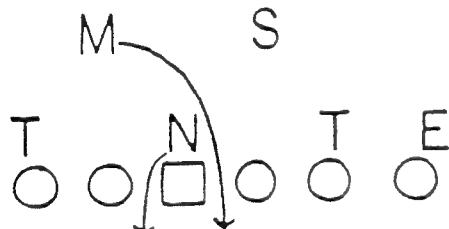
## 1. L.B. Name Blitz (Mike, Sam, Etc.)

A blitz or stunt by a linebacker coming straight ahead. The backer's name will refer to which backer is blitzing and denote that he is coming straight ahead. This stunt will occur usually from normal alignment but may also come off of a Stack.



## 2. Fingers

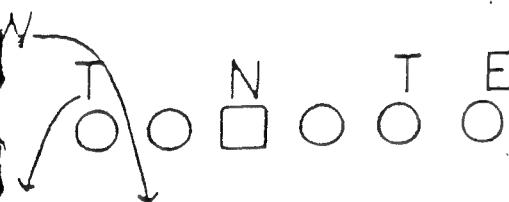
A stunt or blitz involving an inside linebacker and the nose in a crossing movement. Both linebackers may be involved.



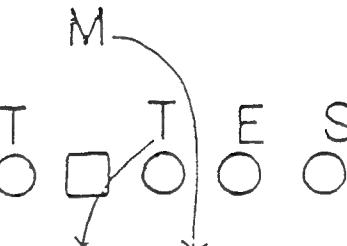
3. X-Stunt

A stunt or blitz involving a linebacker and a defensive tackle or end in a crossing movement. Strong or weak may be added to determine the direction of the L.B.

M S



W-T-X

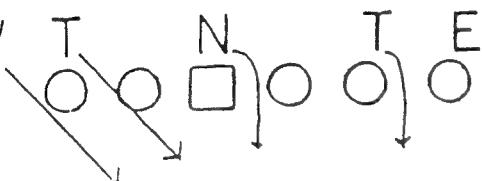


M-T-X STRONG

4. Angle

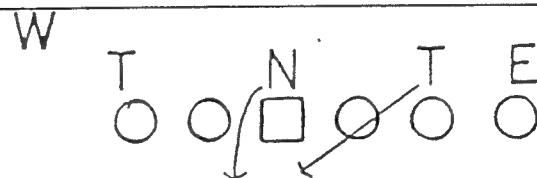
Describes the hard charging veering movement of a defensive lineman or defensive end. This movement will be described by the people making it and whether or not it is strong or weak. The defender usually angles from a head up position aiming for the near ear hole of the adjacent offensive lineman.

M S



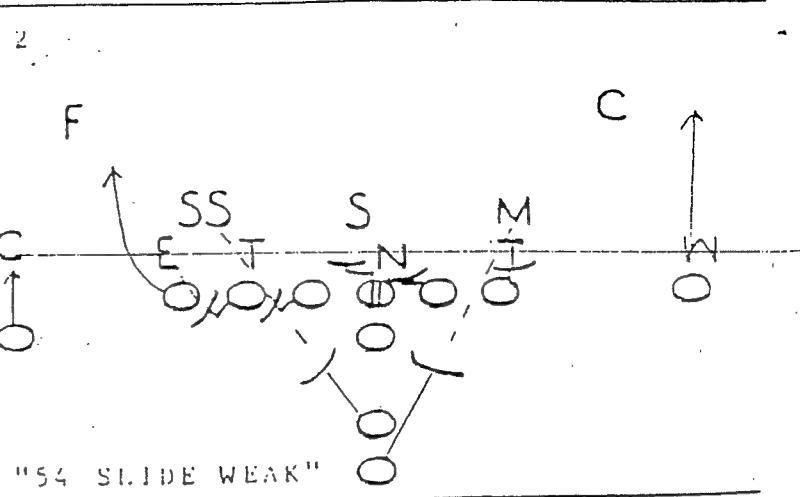
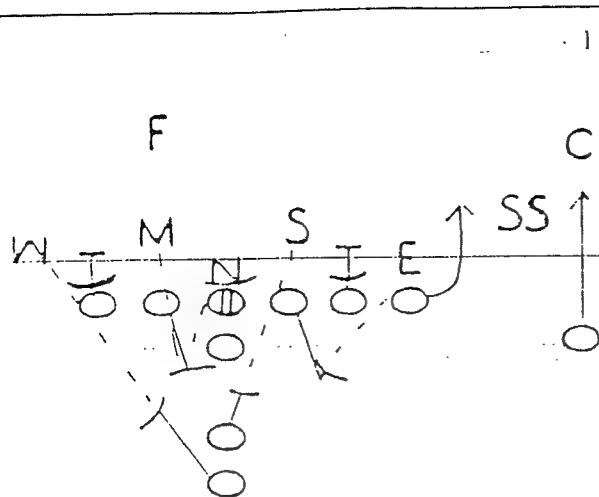
ANGLE STRONG

M S



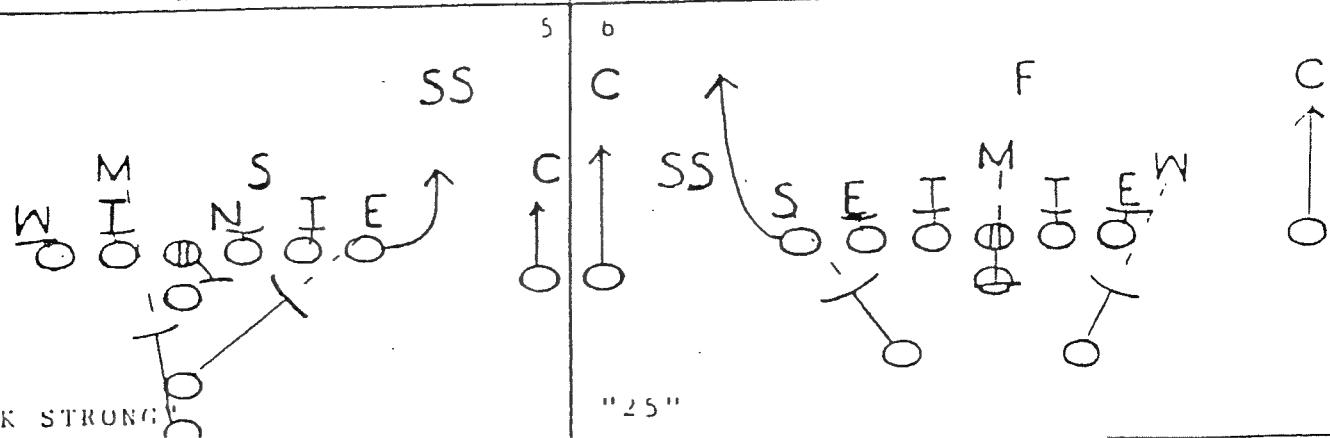
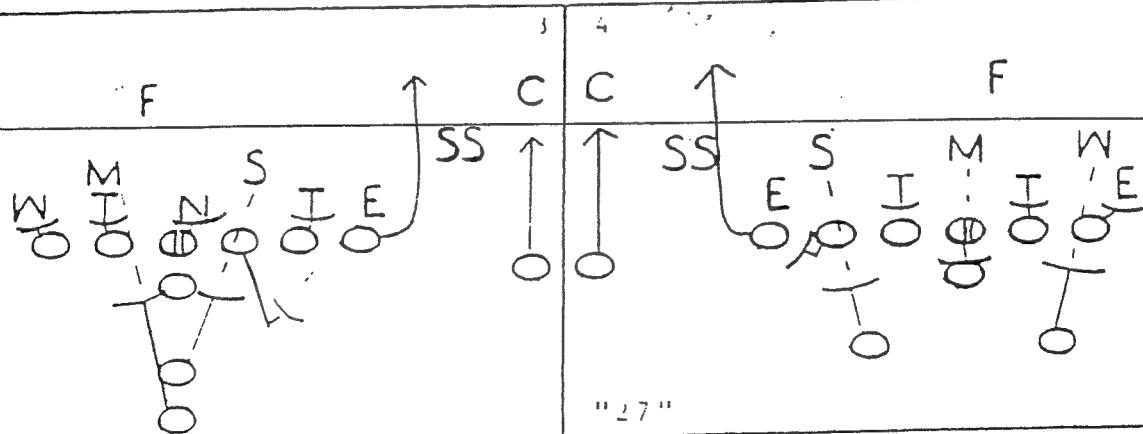
N-T ANGLE WEAK

"RED"



ASSIGNMENTS

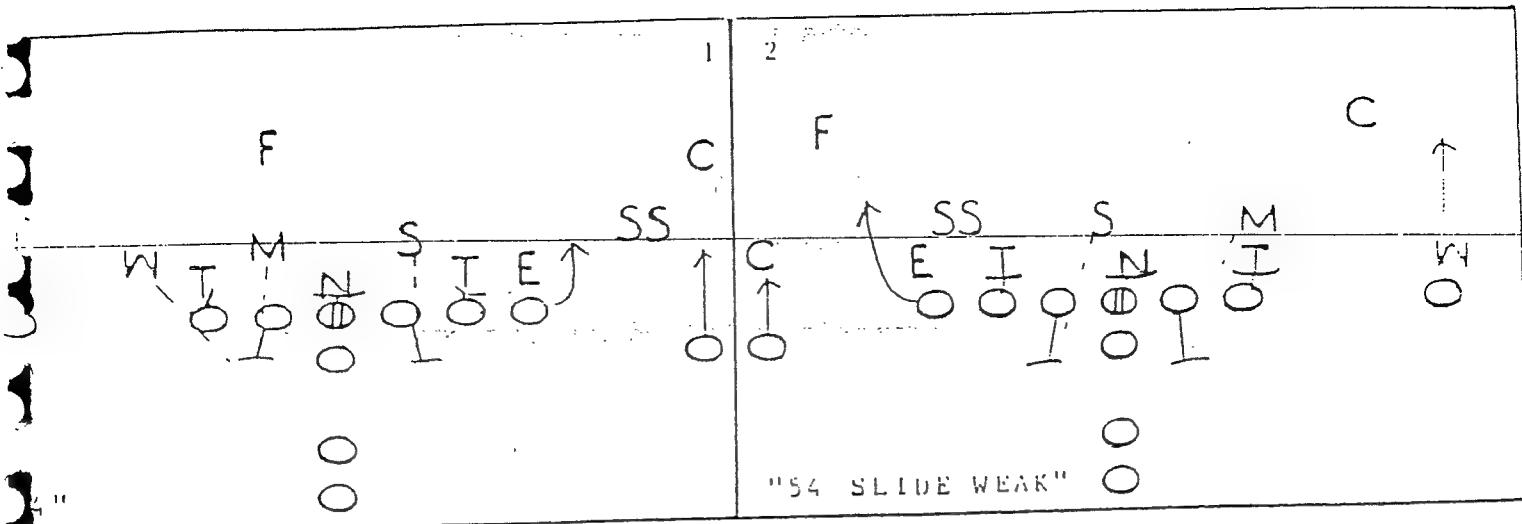
X - RUN PASS ROUTE CALLED.  
WEAK T - FIRST MAN ON L.O.S. - ON - OUTSIDE.  
WEAK C - MAN OVER - CHECK HELP CENTER.  
CENTER - MAN OVER - POSSIBLE COMBO WITH GUARD TO NOSE.  
STRONG C - COVERED - MAN ON: UNCOVERED - CHECK END MAN ON L.O.S. TO HELP  
STRONG T - FIRST MAN ON L.O.S. - ON OUTSIDE.  
Y - RUN PASS ROUTE CALLED.  
2 - RUN PASS ROUTE CALLED.  
FB - BLOCK SAM.  
HB - BLOCK WALT.  
QB - SET TO PASS.



54 STACK STRONG

PASS PROTECTION

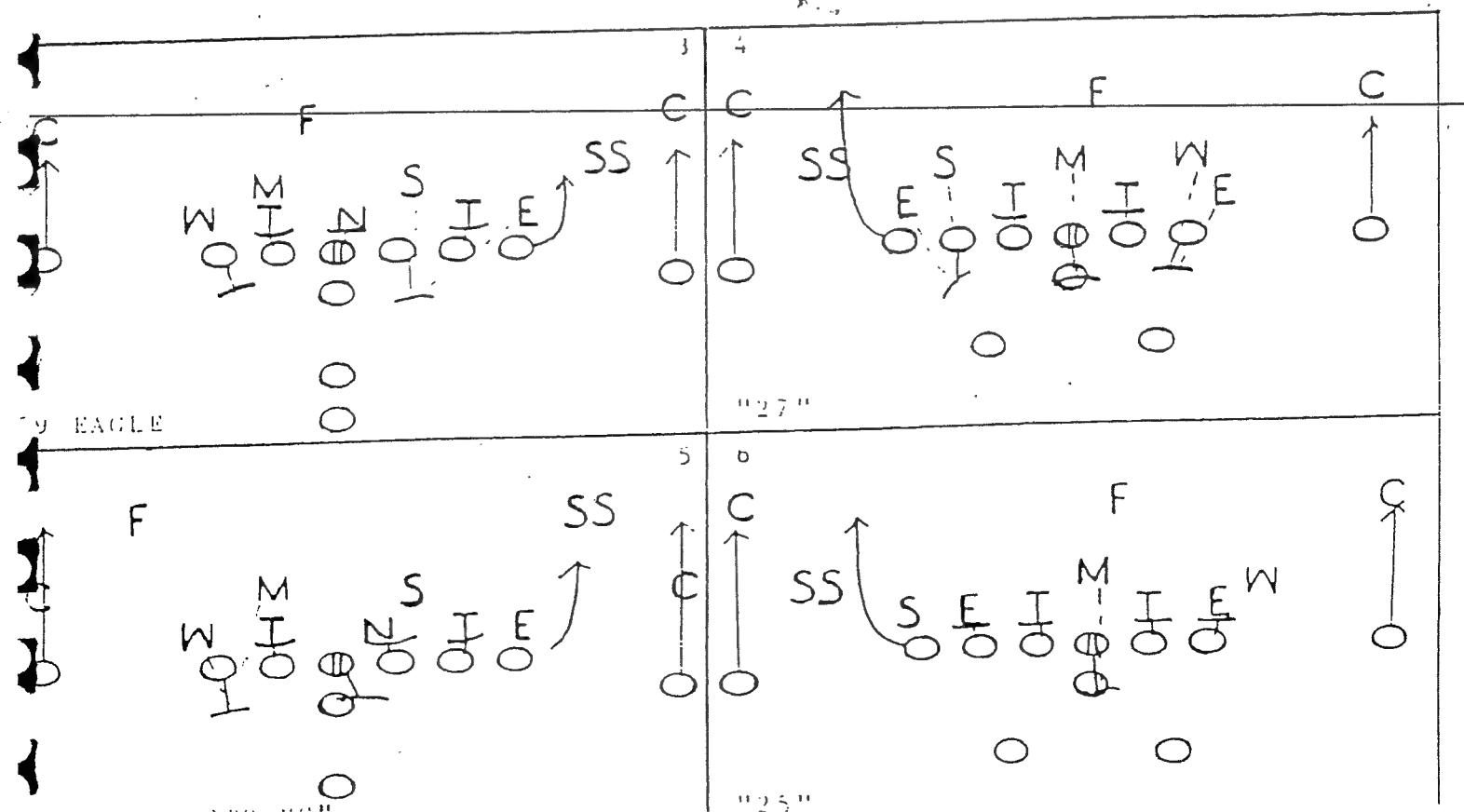
GREEN



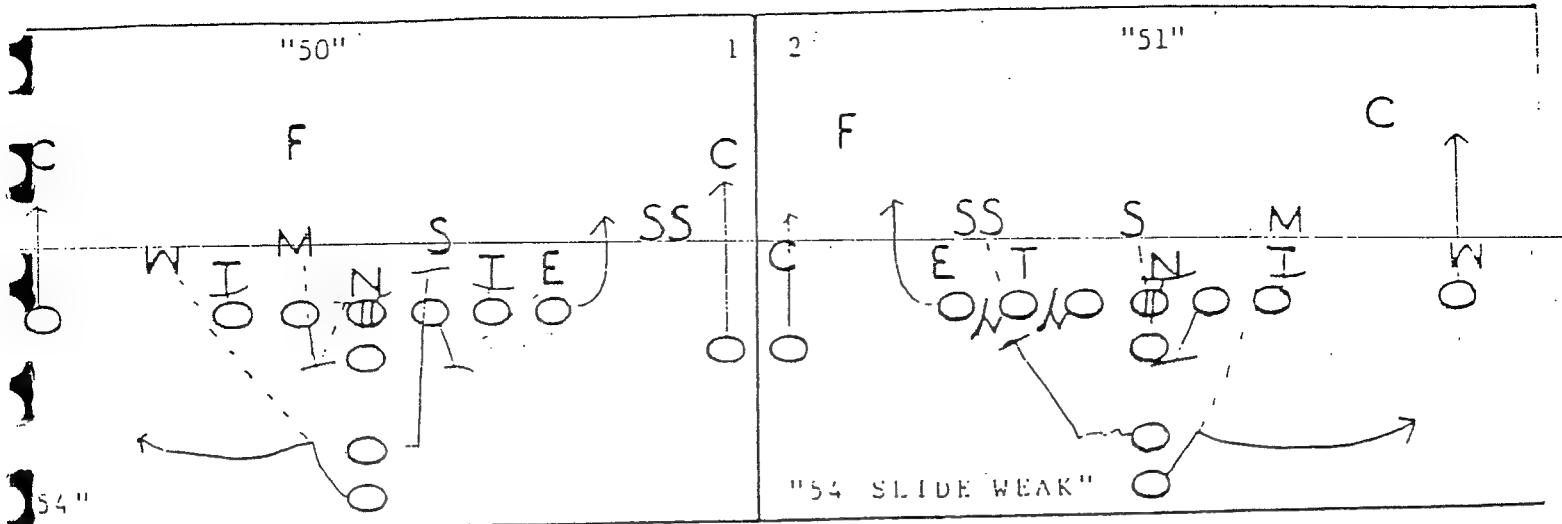
ASSIGNMENTS

- X, Y and Z - RUN PASS ROUTE CALLED
- CENTER - PASS BLOCK MAN WHO CHARGES YOUR AREA.
- GUARDS - PASS BLOCK MAN WHO CHARGES YOUR AREA.
- TACKLES - PASS BLOCK MAN WHO CHARGES YOUR AREA.
- NO ONE THERE, TURN OUT QUICK ON DE...  
CP: LINEMEN, WHEN UNCOVERED DROP QUICK AND DEEPER  
THAN NORMAL. SCAN.
- HB and FB - RUN PASS ROUTE CALLED, NO BLOCKING RESPONSIBILITIES.

GREEN IS SEVEN (7) STEP DROP BY THE QUARTERBACK!

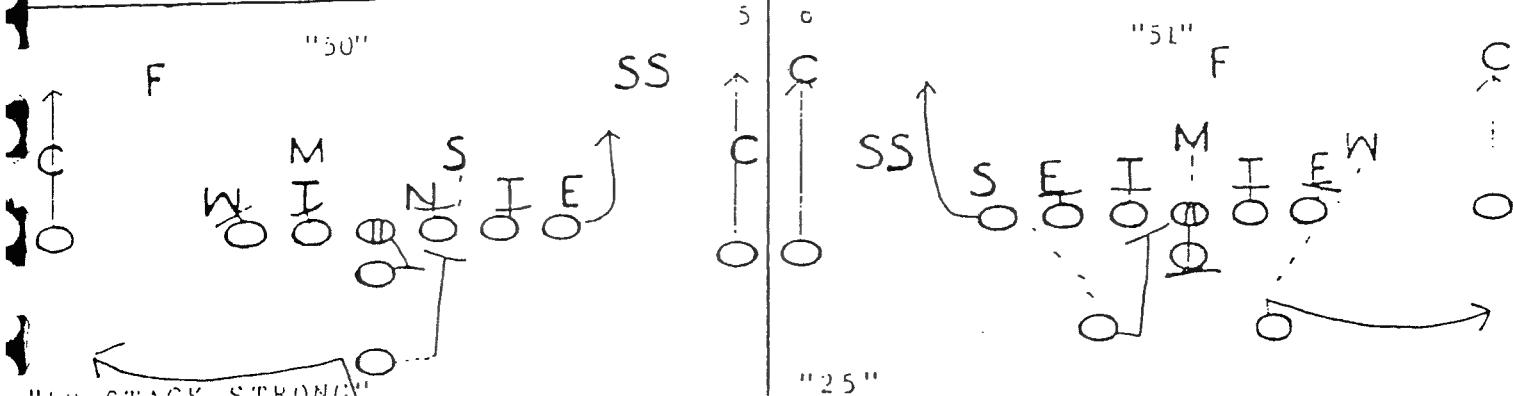
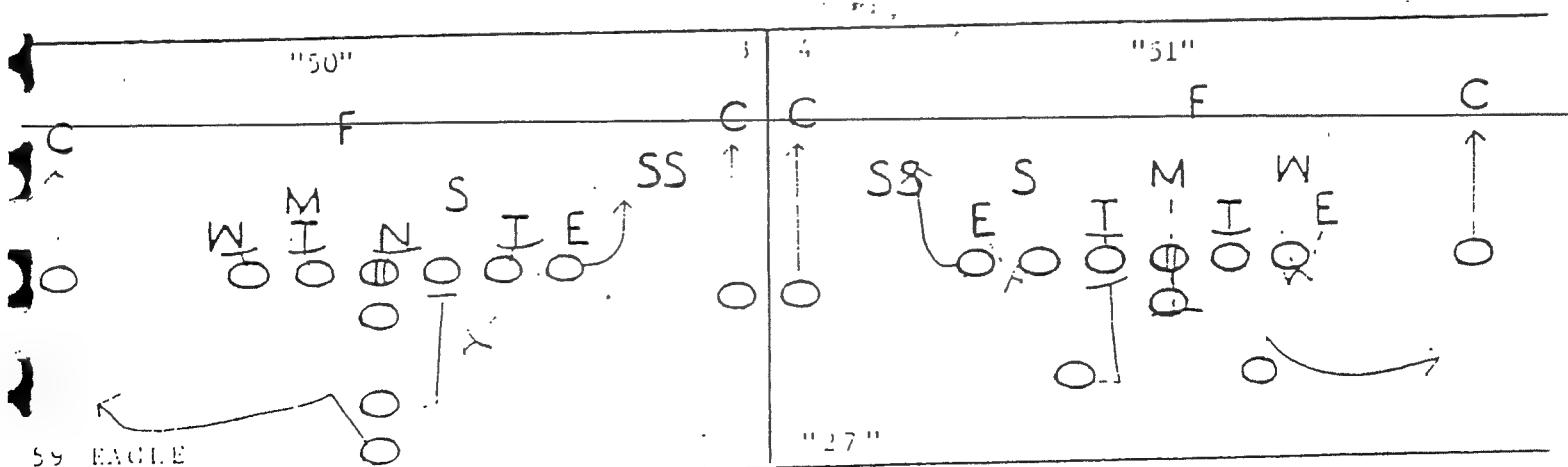


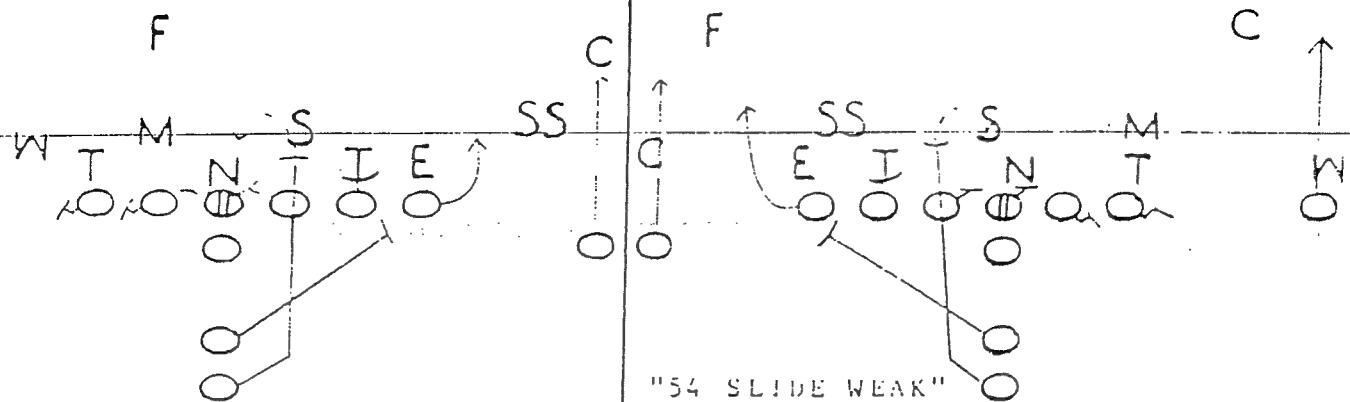
## 50 and 51



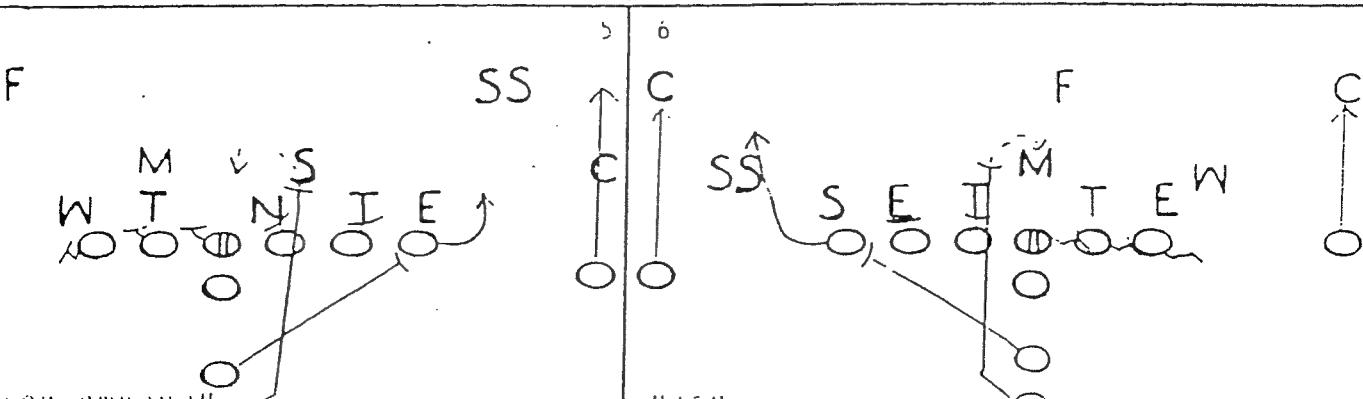
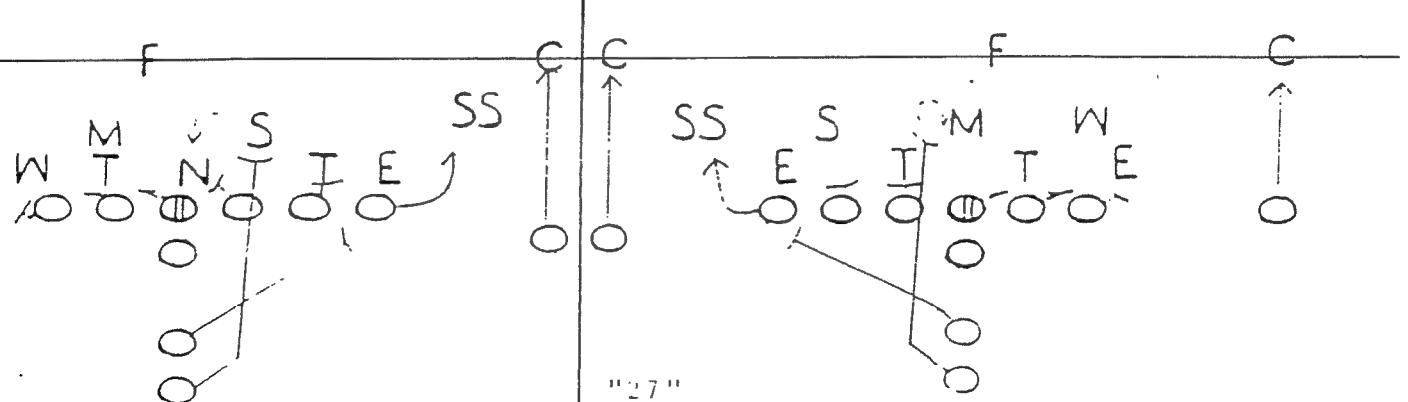
## ASSIGNMENTS

X, Y and Z	- RUN PASS ROUTE AS CALLED.
LINEMAN	- SAME AS "RED" PROTECTION.
HB	- SAME AS "RED" PROTECTION.
FB	- FAKE DRAW AND THEN BLOCK "RED" PASS PROTECTION. CP: HELP OUT IF NEEDED.
QB	- FAKE DRAW AND THEN SET QUICK TO PASS. 50 AND 51 IS 7 STEP DROP. MUST CALL TO STRONG SIDE.



54 and 55ASSIGNMENTS

X, Y and Z	- RUN PASS ROUTE
OFF T	- JAM WHEN POSSIBLE, BLOCK CAP AWAY.
OFF C	- JAM WHEN POSSIBLE, BLOCK CAP AWAY.
CENTER	- JAM WHEN POSSIBLE, BLOCK CAP AWAY.
ON C	- BLOCK MAN WHEN COVERED, UNCOVERED BLOCK CAP AWAY. CP: ODD DEFENSES.
ON T	- BLOCK MAN IN YOUR AREA. CP: ODD DEFENSES.
FB	- BLOCK END MAN ON L.O.S.
HB	- FAKE 4 OR 5 SPRINT DRAW, THEN BLOCK FIRST INSIDE LINEBACKER FROM CENTER OUT.
QB	- FAKE 4 AND 5 SPRINT DRAW, SET TO PASS.

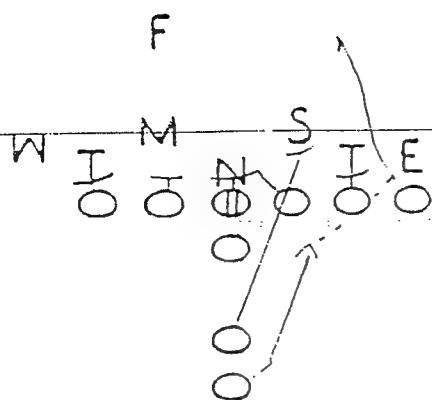


AUDIBLE 52 AND 53"52"

1

"53"

C

"54""54 SLIDE WEAK"ASSIGNMENTS

X, Y and Z - RUN PASS ROUTE Y 818.  
 LINEMEN - BLOCK ISO. 52 = 2 ISO AND 53 = 3 "ISO"  
 BLOCK AGGRESSIVE AND SELL THE RUN.  
 HB AND FB - FAKE ISO. 52 + 2 or 22 ISO AND 53 = 3 OR 43 ISO.  
 SELL THE RUN.  
 QB - FAKE "ISO", THEN HIT TE (Y) QUICK ON LOOKIE (1) ROUTE.

NOTE: 52 AND 53 IS "AUDIBLE Y 818", FAKE "ISO" AND MUST SELL RUN.

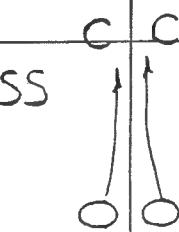
"52"

3

"53"

C

59 EAGLE

"27"

F

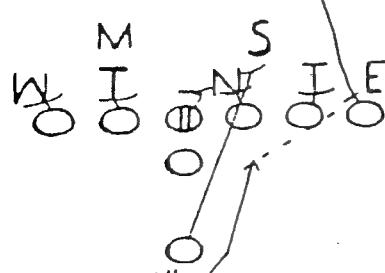
"52"

SS

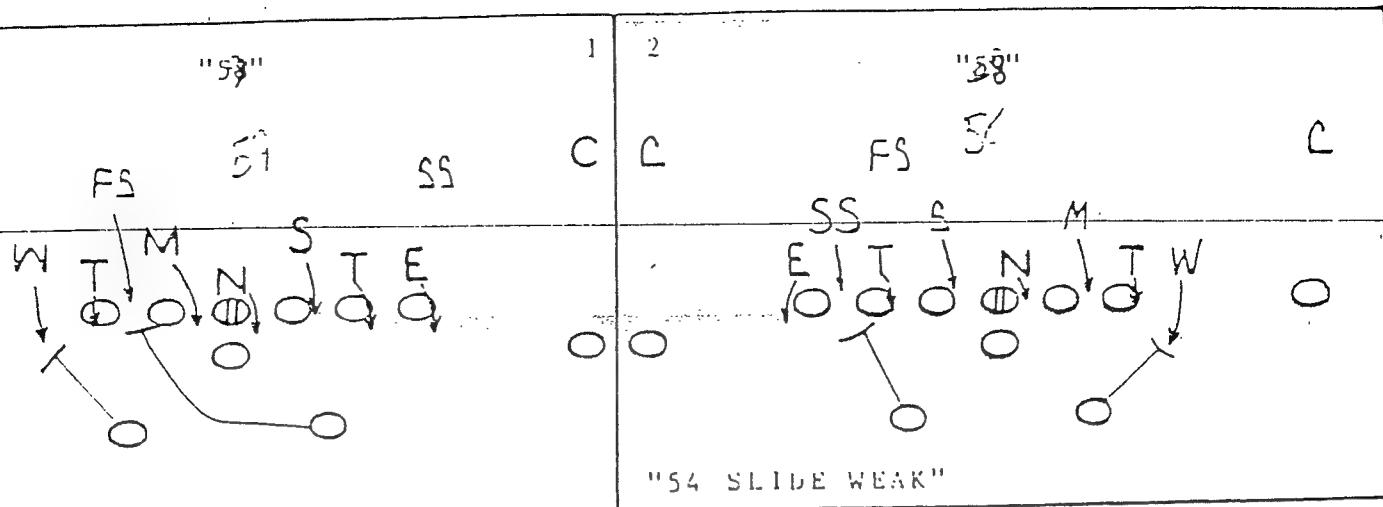
5 b

"53"

C

"25"

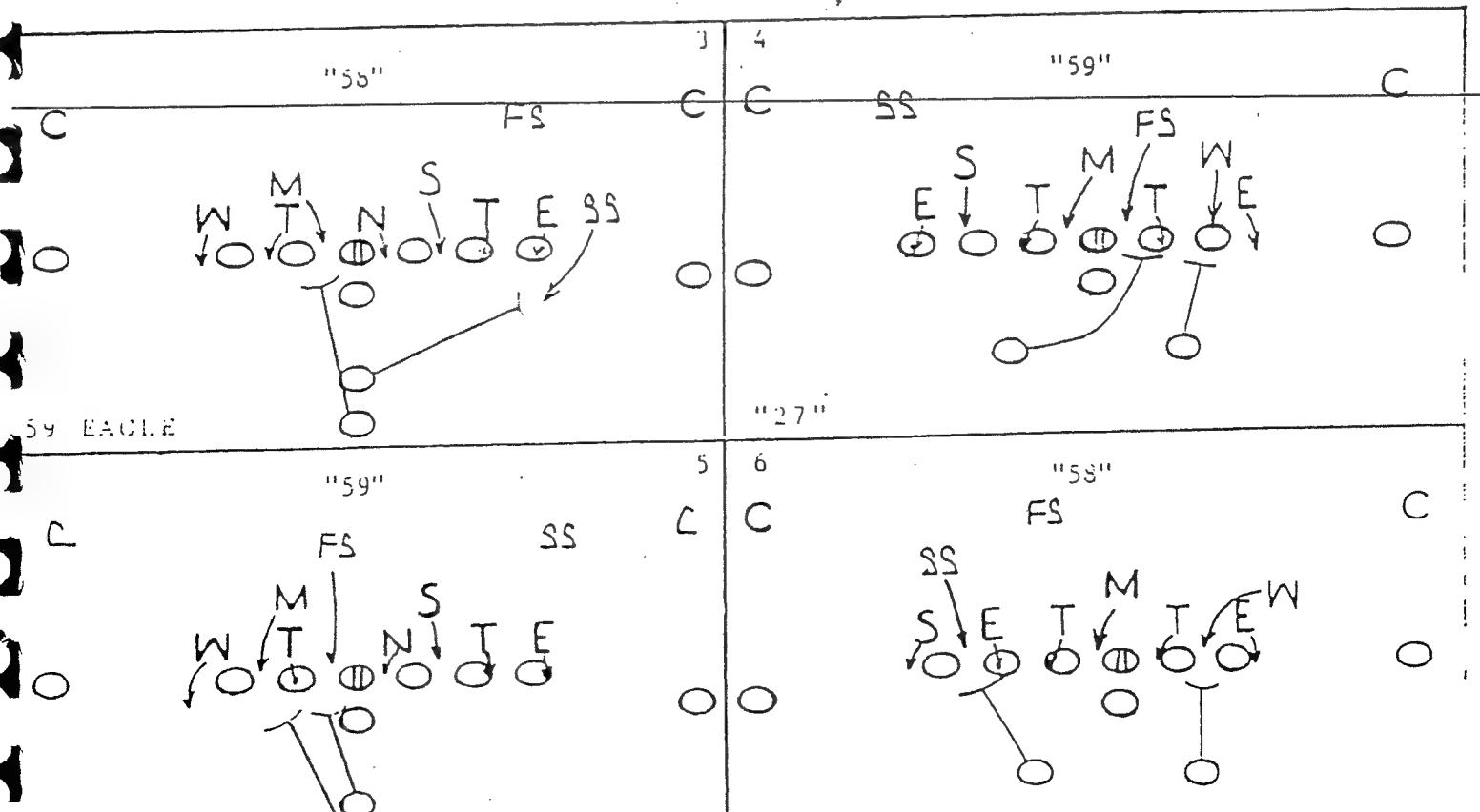
## AUDIBLE 58 AND 59



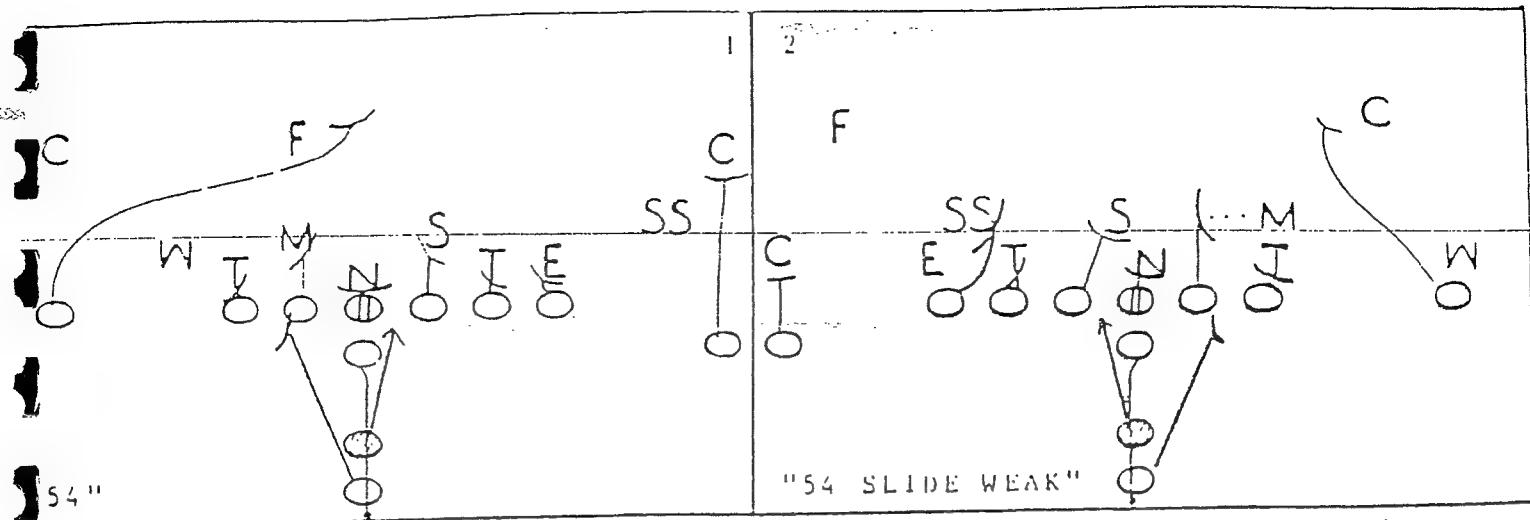
## ASSIGNMENTS

NOTE: 58 AND 59 ARE SAFETY BLITZ AUDIBLES. 58 IS FOR STRONG SAFETY BLITZ AND 59 IS FOR FREE SAFETY BLITZ. QB'S DROP IS FIVE (5) STEPS.

- X and Z - 58 RUN EIGHT (8) ROUTE. 59 RUN NINE (9) ROUTE.
- WEAK C & T - BLOCK RED PASS PROTECTION.
- CENTER - BLOCK RED PASS PROTECTION.
- STRONG C & T - BLOCK MAN IN YOUR AREA ON OR OFF L.O.S., BE ALERT FOR "HANG" CALL.
- Y - SLOW BLOCK MAN OVER, MAKE "HANG" CALL ON BOTH 58 AND 59.
- FB - ON 58 PASS BLOCK TO TE(Y) SIDE AND PICK UP SS.  
ON 59 PASS BLOCK WEAK TO HB SIDE AND PICK UP FS.
- HB - BLOCK RED PASS PROTECTION.



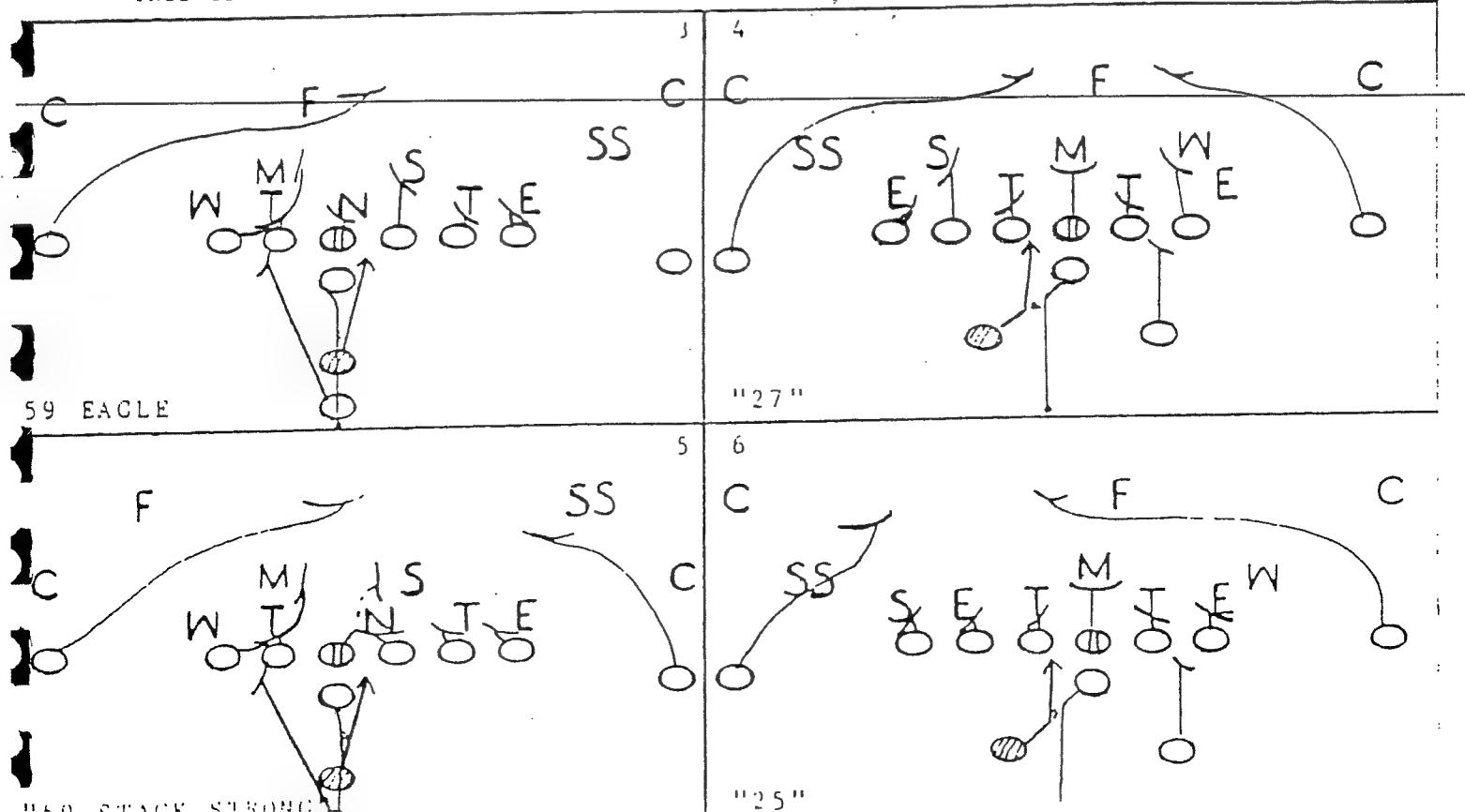
Hand 3 - From 1  
23, 32 and 33 - from RIGHT, LEFT, PRO and STRONG



#### ASSIGNMENTS

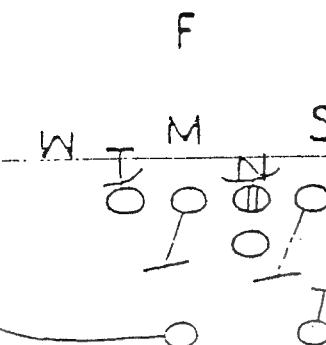
X - DEEP MIDDLE  
 OFF T - MAN CUT OFF  
 OFF G - MAN. CP: STACK DEF.'S  
 CENTER - MAN. CP: STACK DEF.'S  
 ON G - MAN.  
 ON T - MAN. CP: STACK DEF.'S  
 Y - MAN CUT OFF.  
 Z - DEEP MIDDLE  
 FB - DRIVE PLAYSIDE CENTER - GUARD CAP, READ NEAREST DOWN LINEMAN AND RUN TO DAYLIGHT.  
 HB - DRIVE OFFSIDE GUARD - CENTER CAP.  
 QB - OPEN, CLEAR LANE AS YOU REACH DEEP TO HAND OFF, SET TO PASS.  
 CP: FB, HB, and QB - ASSIGNMENTS WILL VARY WHEN RUNNING PLAY FROM RIGHT AND LEFT FORMATION

THIS IS A "BIKE" PLAY, BEST CALLED TO STRONG SIDE.



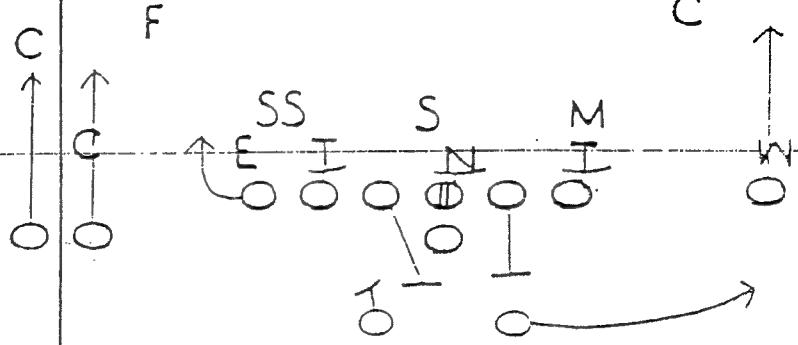
## LEE AND RAY

"LEE"



1

"RAY"



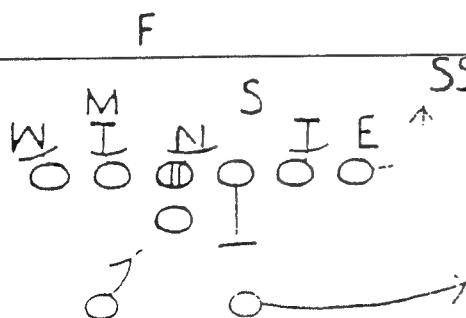
"54"

"54 SLIDE WEAK"

## ASSIGNMENTS

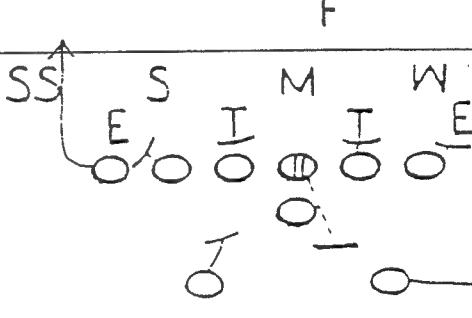
- X, Y, AND Z - RUN PASS ROUTE CALLED.
- CENTER - PASS BLOCK MAN ON. UNCOVERED RACE SET 4 TO 5 YDS. DEEP AND BLOCK M.D.M., SCAN.
- GUARDS - PASS BLOCK MAN ON. UNCOVERED RACE SET 4 TO 5 YDS. DEEP AND BLOCK M.D.M., SCAN.
- TACKLES - PASS BLOCK FIRST MAN OVER TO OUTSIDE ON THE L.O.S.
- HB AND FB - RUN PASS ROUTE WHEN CALL TO YOUR SIDE, RAY IS RIGHT AND LEE IS LEFT. WHEN CALL AWAY FROM YOU, PASS SET 4 TO 5 YDS. DEEP AND BLOCK M.D.M., SCAN.
- QB - MUST USE 7 STEP DROP PASSES. DO NOT USE I FORMATION.

"RAY"



4

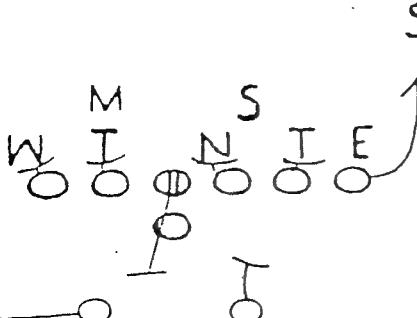
"RAY"



"54 EAGLE"

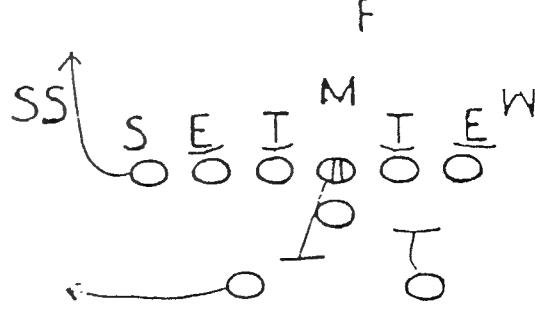
"27"

"LEE"



5

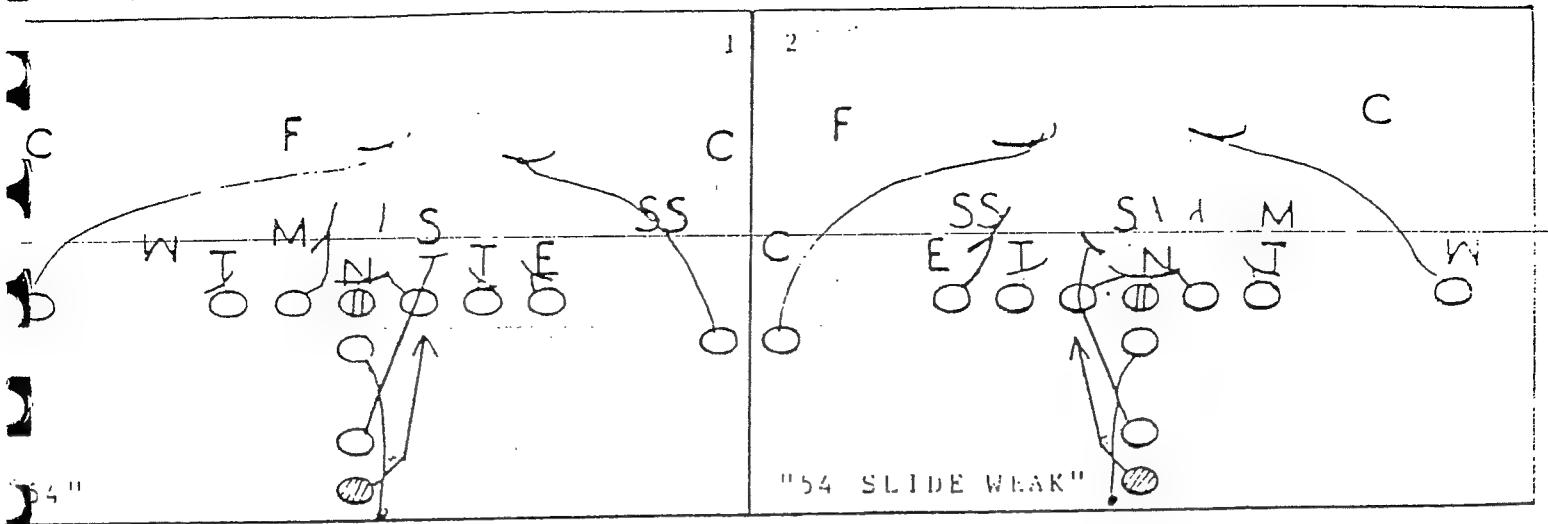
"LEE"



"25"

"54 STACK STRONG"

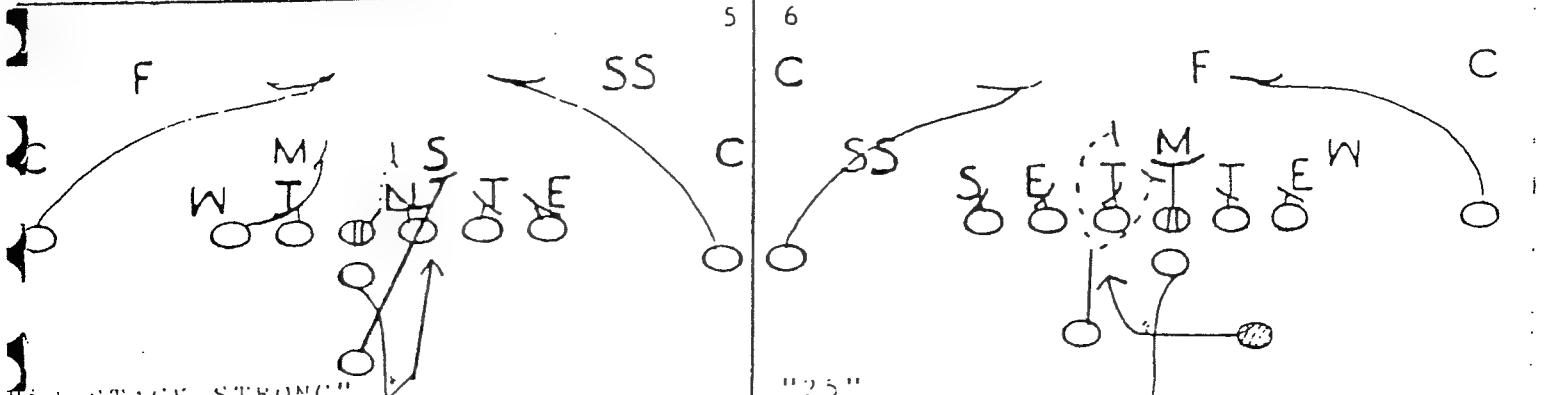
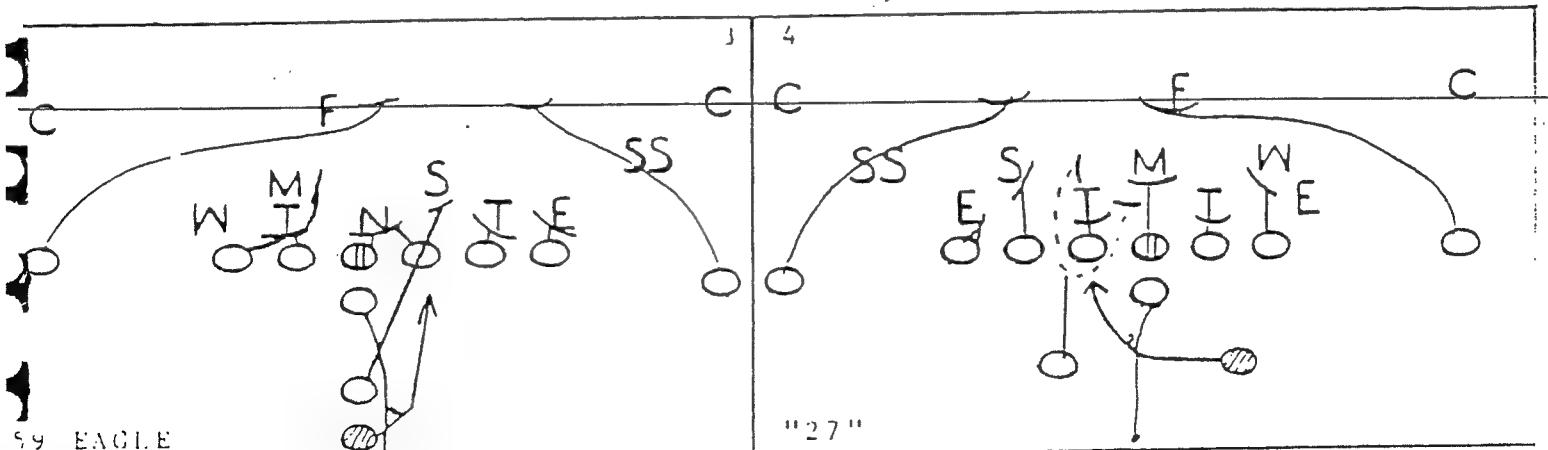
2 and 3 - From I  
43, 22, 32, and 33 - RIGHT LEFT, PRO AND STRONG



#### ASSIGNMENTS

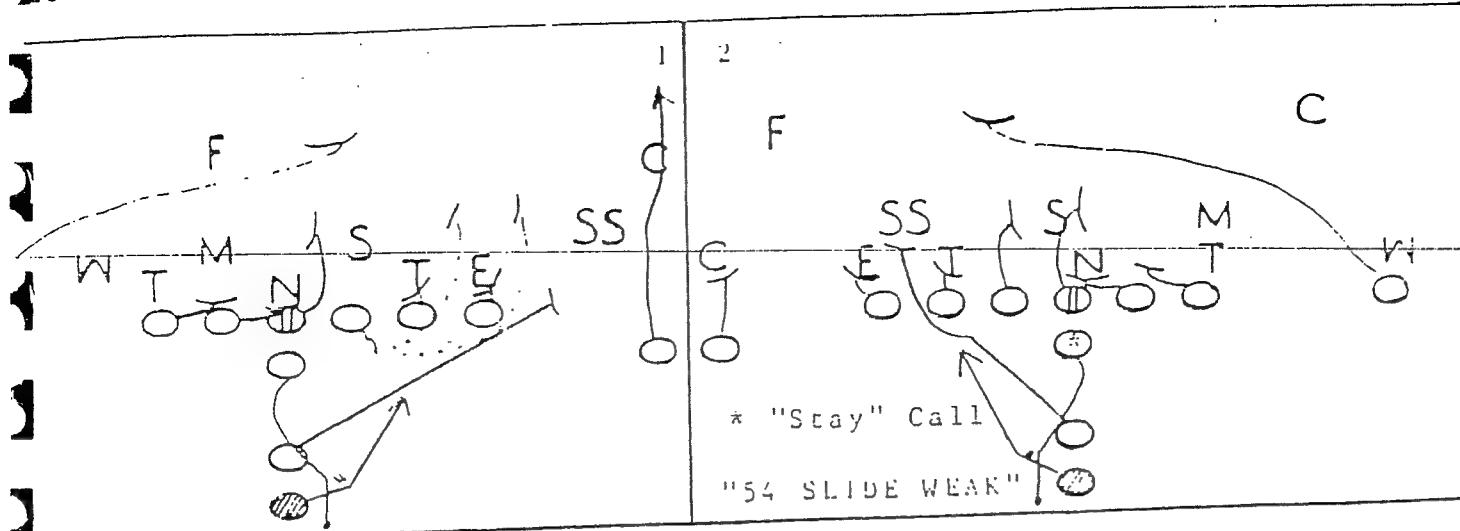
X - DEEP MIDDLE  
 OFF T. - SLAM THROUGH  
 OFF C. - MAN, ALERT SLICE VS. EVEN. (CP 3 ON 2 VS. ODD)  
 CENTER - MAN, POSSIBLE SLICE CALL VS. EVEN. (CP DOUBLE VS ODD)  
 ON C - VICE VS. ODD. MAN VS. EVEN.  
 ON T - MAN, POSSIBLE ED VS. 27 DEF.  
 Y - MAN CUTOFF, ALERT ED. VS 27 DEF.  
 Z - DEEP MIDDLE  
 FB - ISO BLOCK  
 HB - PARALLEL STEP PLAYSIDE, TAKE BALL AND RUN TO DAYLIGHT.  
 QB - OPEN, REACH DEEP TO HAND OFF, SET TO PASS.

THIS IS A "HIKE" PLAY - BEST CALLED TO STRONG SIDE.



6 and 7 - From I

20 - 47 - From RIGHT and LEFT

ASSIGNMENTS

X - DEEP MIDDLE

OFF T - SLAM THROUGH

OFF G - MAN, ALERT SCOOP CALL VS. ODD

CENTER - MAN, POSSIBLE SCOOP VS. ODD CUT VS. EVEN

ON G - READ BLOCK LB'ER... CUT VS. EVEN. CP: ALERT "STAY" CALL.

ON T - MAN. UNCOVERED READ BLOCK LB'ER.

Y - MAN. HOOK.

Z - RUN OFF.

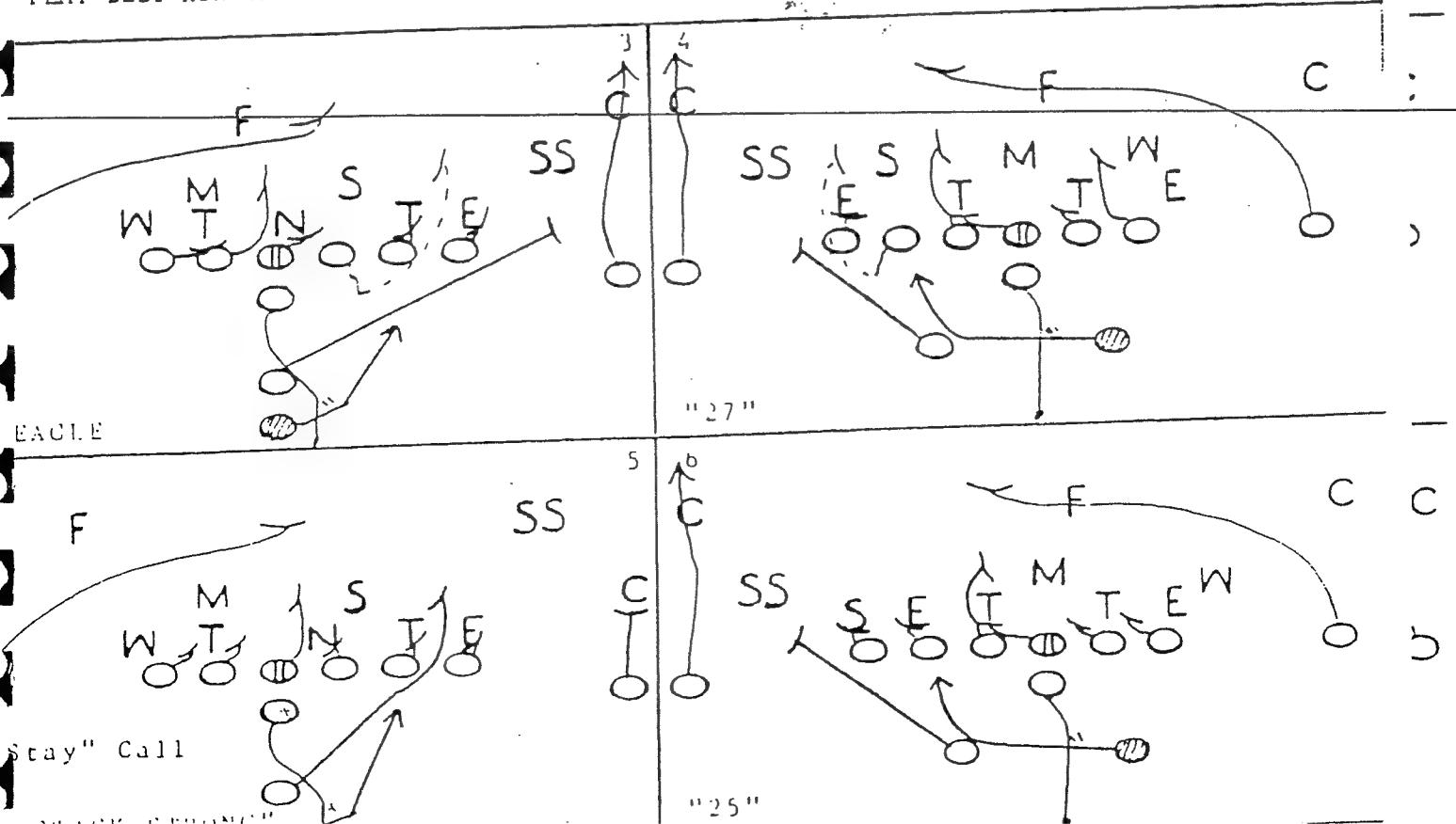
FB - DRIVE TOWARD OUTSIDE HIP OF TE AND BLOCK SUPPORT. CP: ALERT "STAY" CALL.

HB - TAKE BALL DEEP AND RUN TO DAYLIGHT.

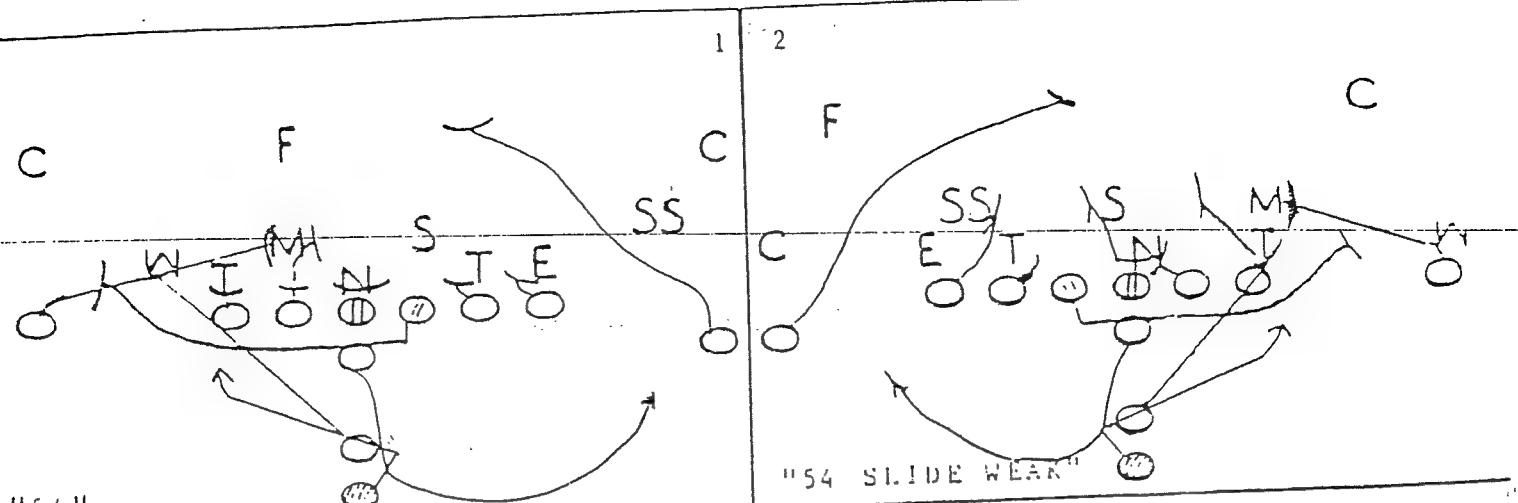
QB - PIVOT AND REACH DEEP TO HAND OFF, SET TO PASS.

CP: STACK STRONG - NO QUICK SUPPORT, MAKE "STAY" CALL.

PLAY BEST RUN ON SNAP COUNT TO STRONG SIDE ONLY.

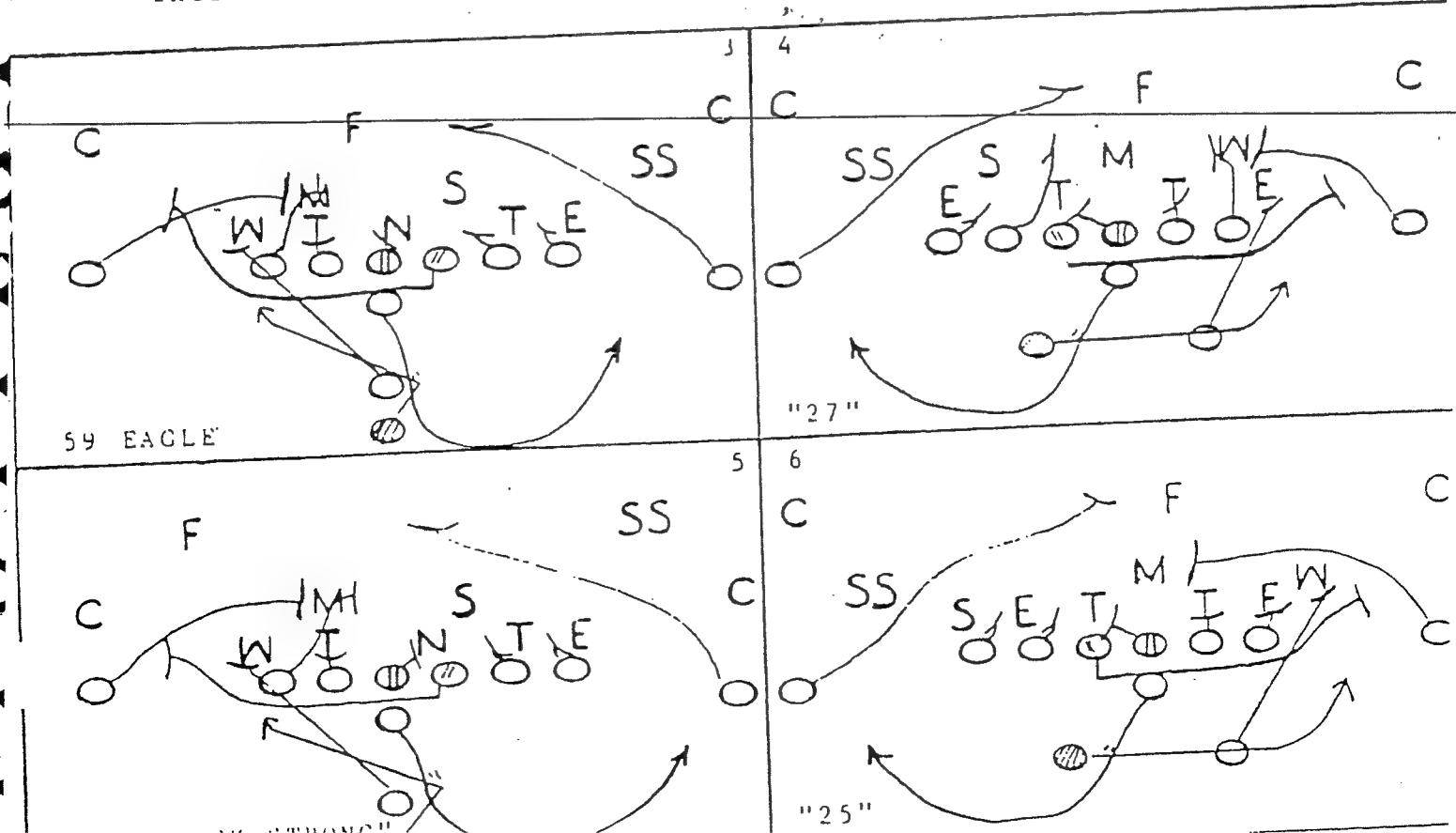


7 and 6 - FROM I  
47 and 26 - FROM RIGHT, LEFT AND STRONG.

ASSIGNMENTS

X - CRACK  
 OFF T - REACH CUTOFF  
 OFF G - PULL AND LEAD THRU HOLE.  
 CENTER - MAN VS. ODD. BLOCK CAP AWAY VS. EVEN.  
 ON G - MAN VS. EVEN, VS. ODD BLOCK AREA - CLIMB.  
 ON T - ODD BLOCK MAN OVER CP: VS. EAGLE GAP AWAY - CLIMB.  
 EVEN BLOCK AREA - CLIMB.  
 Y - REACH CUTOFF.  
 Z - DEEP MIDDLE, FROM SLOT CRACK.  
 FB - LEAD STEP, RUN PARALLEL TO L.O.S., READ BLOCKS AND RUN  
 TO DAYLIGHT.  
 HB - LOAD BLOCK END MAN ON L.O.S.  
 QB - PIVOT, REACH DEEP TO HAND OFF, THEN BOOTLEG OPPOSITE.

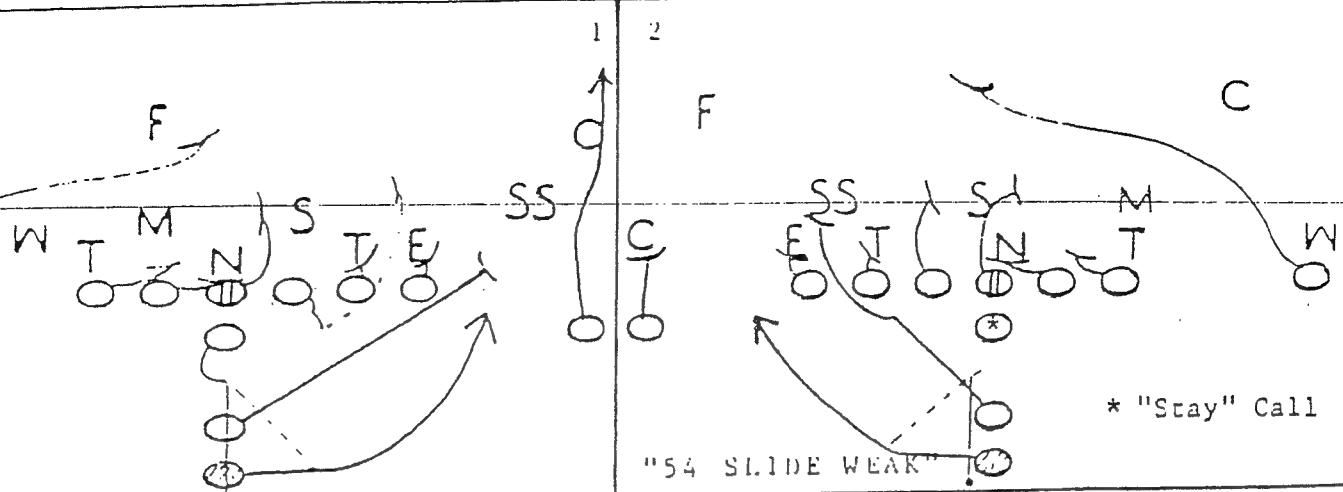
THIS IS A "HIKE" PLAY, RUN TO WEAK SIDE ONLY.



SWEEP

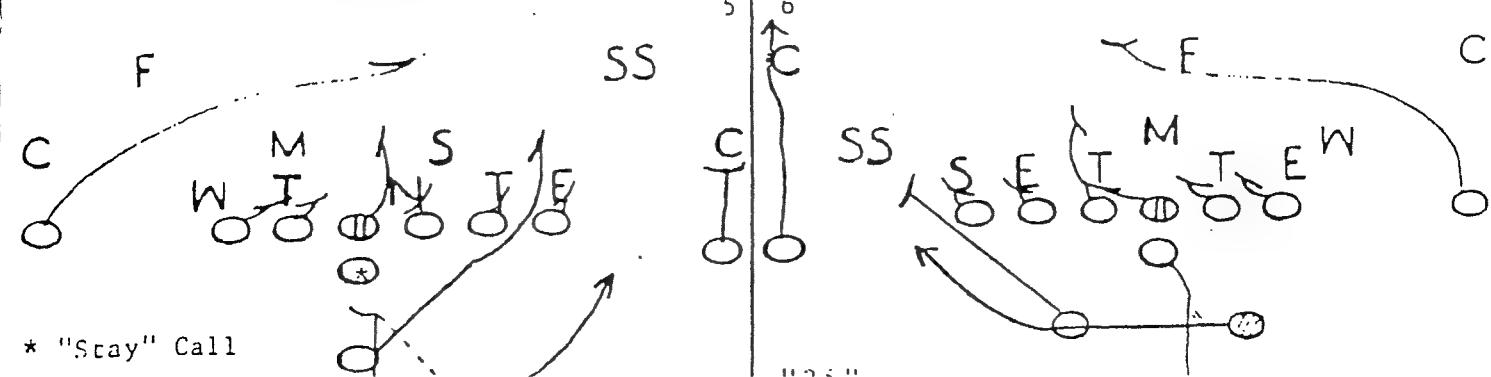
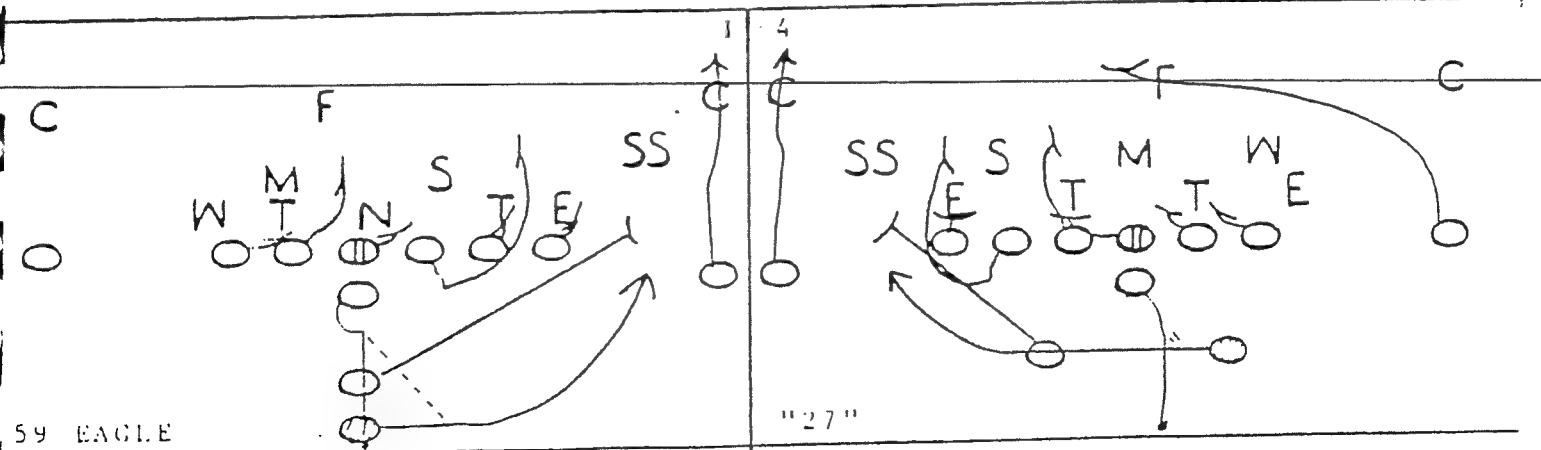
RUNS 6.

8 AND 9 - FROM I  
 28 AND 49 - FROM RIGHT, LEFT AND PRO.

ASSIGNMENTS

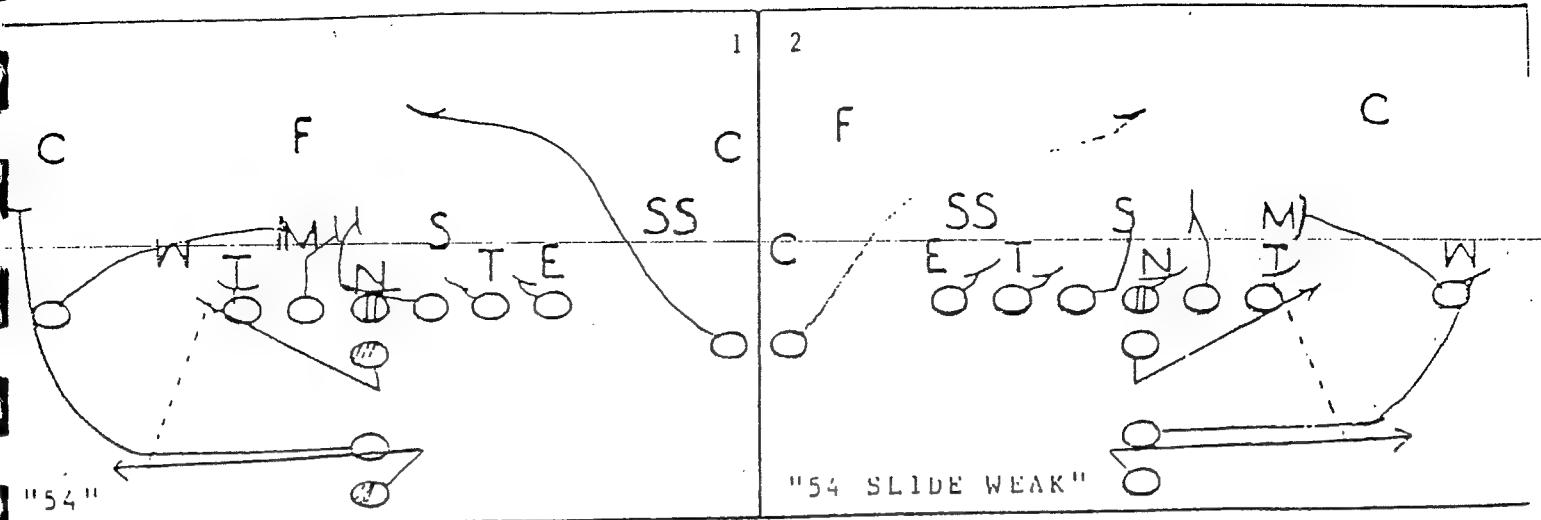
- X - DEEP MIDDLE.
- OFF T - SCOOP
- OFF G - SCOOP - MAN VS. EVEN.
- CENTER - SCOOP, CUT VS. EVEN.
- ON G - READ BLOCK LB'ER, CUT VS. EVEN. CP: ALERT "STAY" CALL
- ON T - MAN HOOK. "UNCOVERED READ BLOCK LB'ER." POSSIBLE "T" CALL
- Y - MAN HOOK. ALERT "T" CALL
- Z - RUN OFF.
- FB - DRIVE TOWARD OUTSIDE HIP OF TE AND BLOCK SUPPORT. CP: ALERT "STAY" CALL
- HB - PARALLEL STEP, TAKE PITCH AND RUN TO DAYLIGHT.
- QB - PIVOT AND PITCH BALL TO HB, SET TO PASS.
- CP: STALK STRONG - NO QUICK SUPPORT, MAKE "STAY" CALL.

PLAY BEST RUN ON SNAP COUNT, TO STRONG SIDE ONLY.



9 and 8 - From I

19 and 18 - From RIGHT, LEFT and STRONG.

ASSIGNMENTS

X - CRACK

OFF T - REACH CUTOFF

OFF G - MAN CUTOFF VS. EVEN, SCOOP VS. ODD.

CENTER - BLOCK AREA - CLIMB, SCOOP VS. ODD

ON G - MAN CUTOFF VS. EVEN, BLOCK AREA - CLIMB VS. ODD.

ON T - ODD BLOCK MAN OVER. CP: VS. EAGLE CAP AWAY - CLIMB. EVEN BLOCK AREA - CLIMB.

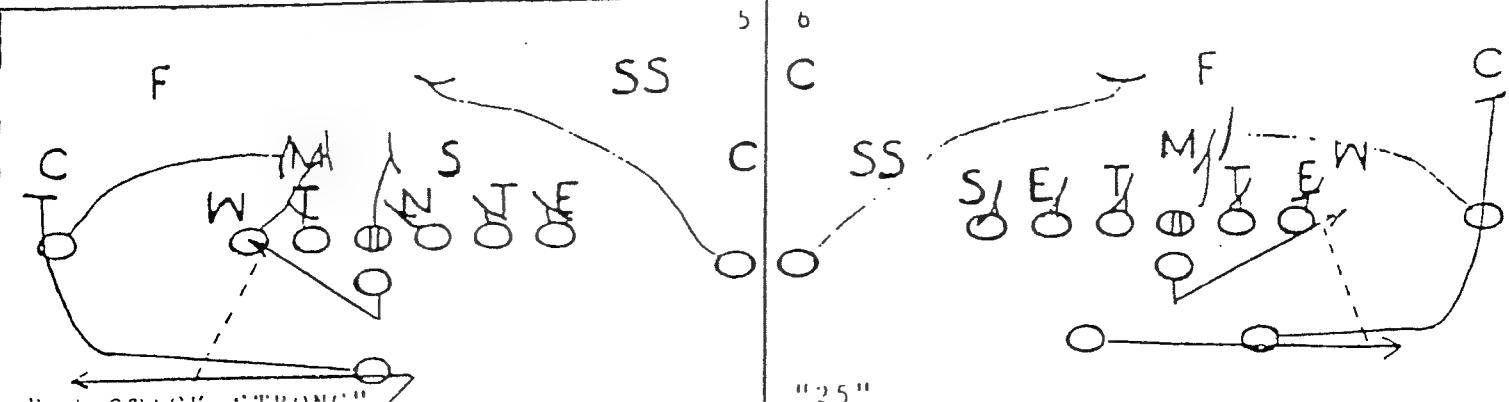
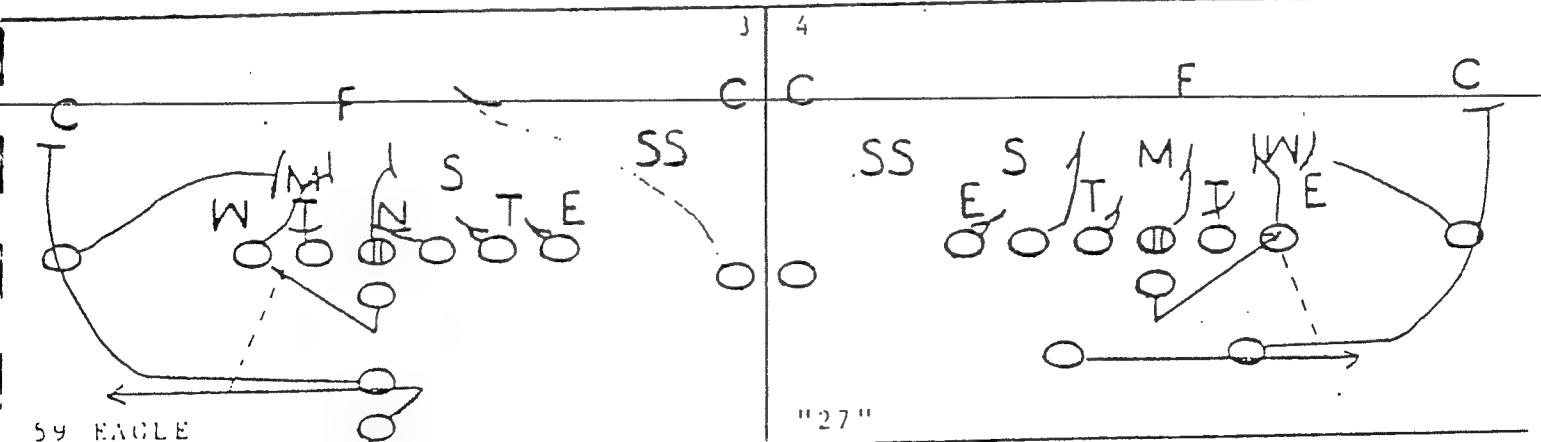
Y - REACH CUTOFF

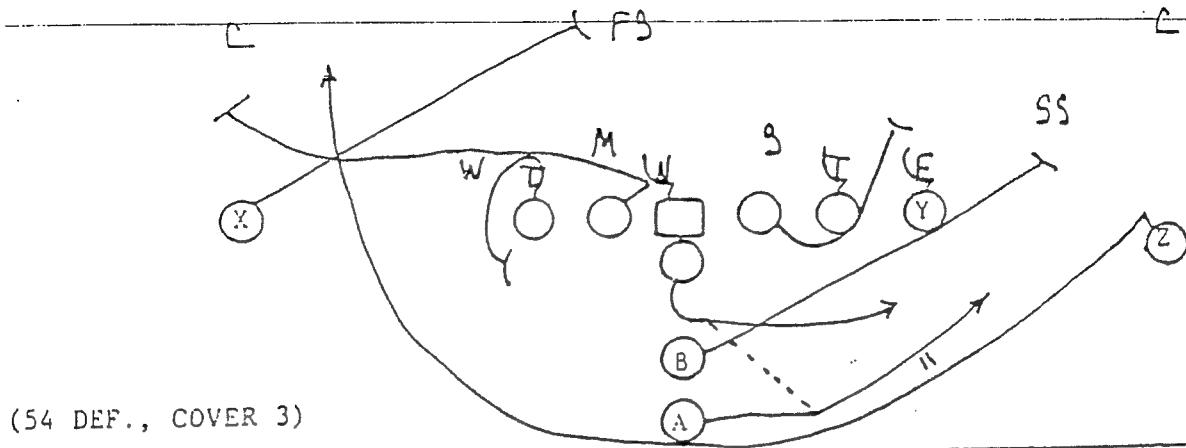
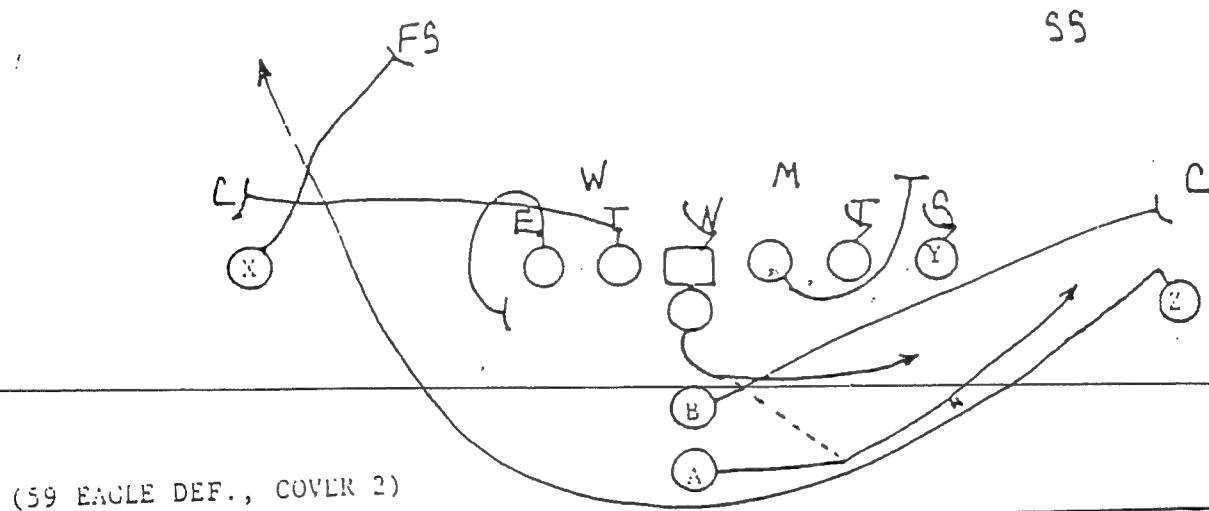
Z - DEEP MIDDLE. FROM SLOT CRACK.

FB - LEAD STEP, SPRINT TO SIDELINE IN PITCH RELATIONSHIP WITH QB. CP: I FORMATION CHANCE ASSIGNMENT WITH HB.

HB - LEAD STEP AND FORCE BLOCK SUPPORT. CP: I FORMATION CP: I FORMATION CHANCE ASSIGNMENT WITH FB.

QB - DROP STEP AND ATTACK INSIDE OF SHOULDER OF END MAN ON L.O.S. &amp; READ PITCH KEY PLAY BEST RUN ON SNAP COUNT, TO WEAK SIDE ONLY.



FAKE 8 SWEEP "Z" REVERSE LEFTFAKE 8 SWEEP "Z" REVERSE LEFTASSIGNMENTS

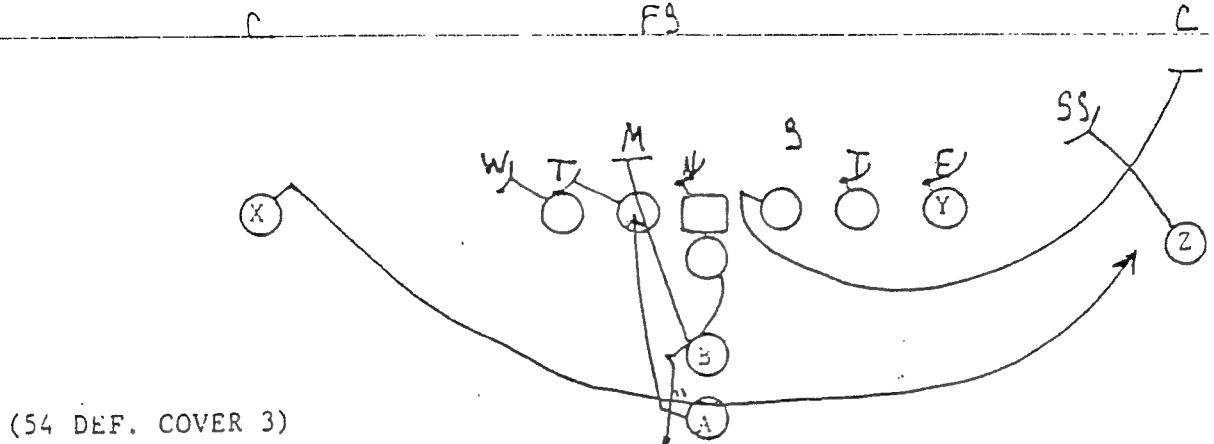
- X - BLOCK FREE SAFETY
- LT - SLAM THROUGH AND THEN "O" BLOCK
- LG - UNCOVERED, SHOW SCOOP BLOCK, THEN RACE FLAT DOWN THE LINE OUTSIDE AND BLOCK CORNER, SLAM THROUGH AND BLOCK CORNER.
- C - REVERSE SHOULDER BLOCK, UNCOVERED STEP RIGHT AND THEN BLOCK MLB.
- RG-RT-Y - REVERSE SHOULDER BLOCK.
- FB - BLOCK 8 SWEEP.
- HB - FAKE 8 SWEEP, THEN HAND OFF TO Z ON REVERSE.
- Z - ONE STEP UP, THEN RUN PATH TOWARD HB's ORIGINAL ALIGNMENT. MESH WITH HB AND TAKE HANDOFF, AND RUN TO DAYLIGHT.
- QB - PIVOT, PITCH TO HB, THEN FOLLOW PITCH, STAY SHALLOW.

RIGHT (ONLY)

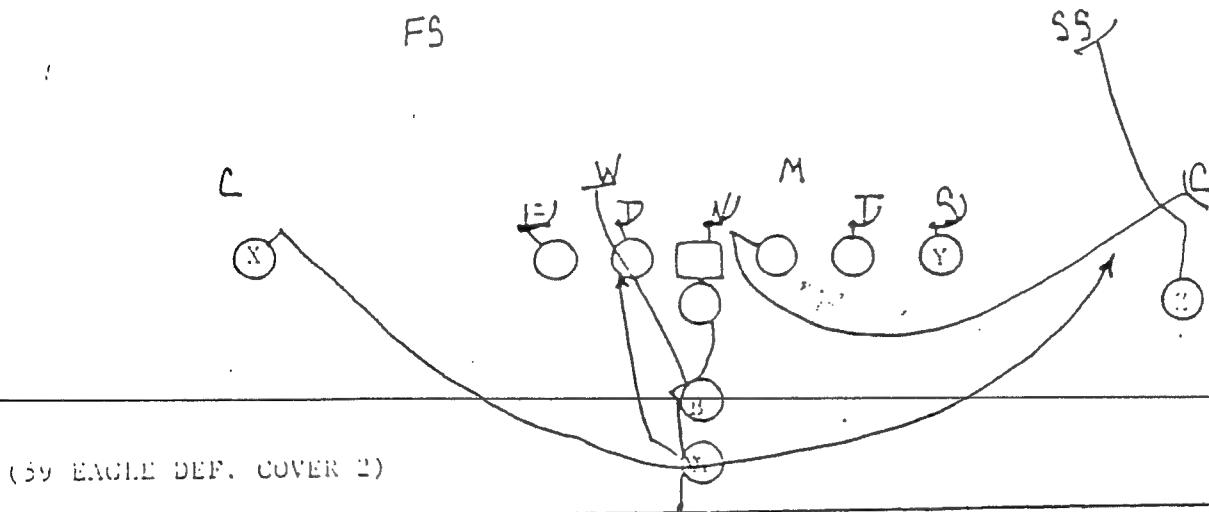
"X" AROUND

RUNS 10

FAKE 5 BLAST "X" AROUND RIGHT



FAKE 5 BLAST "X" AROUND RIGHT



ASSIGNMENTS

- X - ONE STEP UP, TAKE THE RUN PATH THROUGH HB'S ORIGINAL ALIGNMENT, TAKE BALL FROM QB AND RUN TO DAYLIGHT.
- LT, LC & C - BLOCK 5 BLAST. CP: CENTER UNCOVERED, YOU WILL PULL AND BLOCK FORCE.
- RC - UNCOVERED, SHOW SCOOP THEN PULL AND BLOCK CORNER. COVERED REVERSE SHOULDER BLOCK.
- RF & Y - REVERSE SHOULDER BLOCK.
- Z - COVER 3, SMACK BLOCK. COVER 2 BLOCK DEEP HALF(1/2).
- FB - BLOCK 5 BLAST.
- HB - FAKE 5 BLAST.
- QB - FAKE 5 BLAST, THEN HAND BALL TO HB.

AUDIBLES

90'S

90 = Z QUICK SCREEN  
91 = 121 GREEN 66  
92 = 202 BLACK  
93 = X 313 WHITE 00  
94 = X 454 RED CK 55  
95 = Y 868 RED B CK 2  
96 = X 696 RED CK 22  
97 = Z 778 RED CK 22  
98 = X 898 RED CK 00  
99 = X 929 RED CK 35

(Right and Left)

100'S

169 = X 696 RED CK 22  
178 = X 786 RED CK 22  
186 = X 866 RED CK 22  
199 = X IN 996 RED CK 22  
(All From Slot)

70'S

74 = 454 RAY  
75 = 868 RAY  
76 = 626 RAY  
77 = 787 RAY  
78 = 888 RAY  
79 = 929 RAY

(All From Gun)

SPECIALS

58 = 88, STRONG SAFETY BLITZ AUDIBLE  
59 = 99, FREE SAFETY BLITZ AUDIBLE  
52 = Y 818 (FAKE 2 or 22 ISO)  
53 = Y 818 (FAKE 3 or 43 ISO)

ALL RUNS

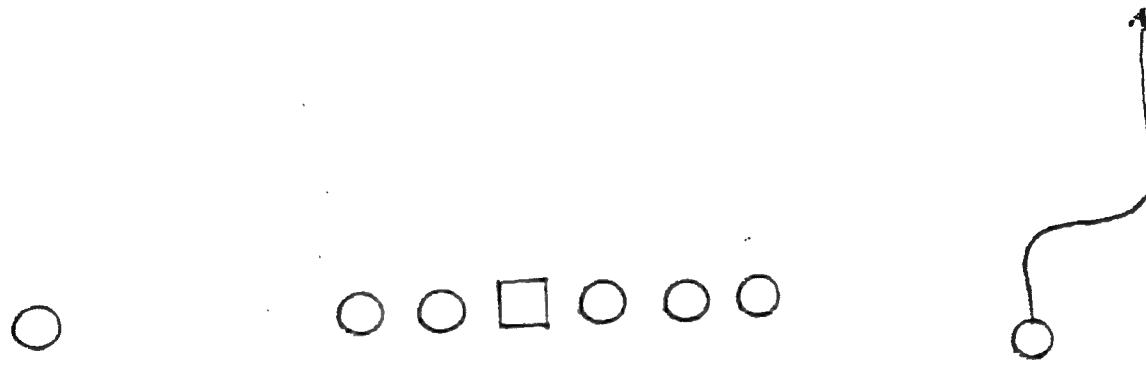
(CALL THE PLAY)

## PASSING GAME

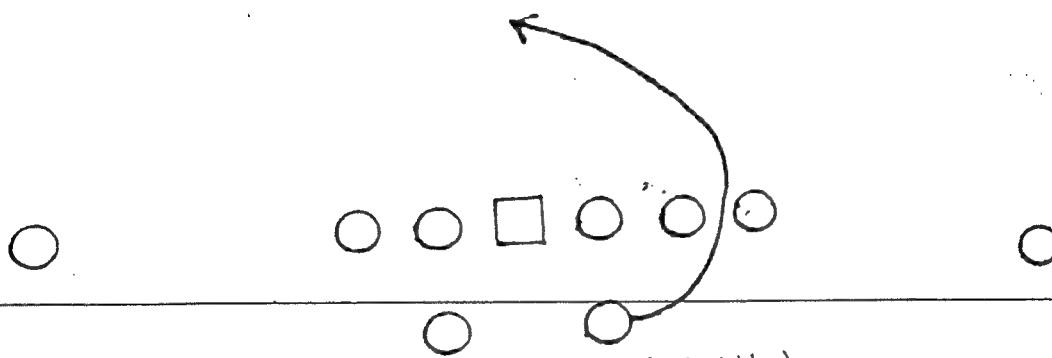
## PATTERN STRUCTURE

## 2 SYSTEM CONTINUED

~~Routes~~ may be added to basic route numbers to modify the route in some manner.



2 Up (2 &amp; Up)



B Middle (3 Middle)

u. The protection call will proceed or follow the pattern call to X-Y-2.

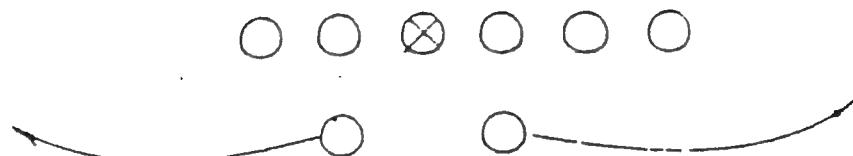
Example: SPRINT R/L 409  
929 BROWN  
484 RED

PASSING GAME

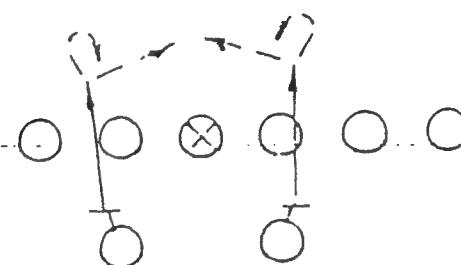
## INDIVIDUAL ROUTES

## FIELD ROUTES

0 - FLARE

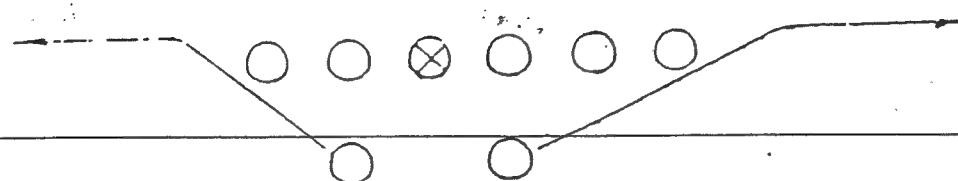


1 - CHECK DOWN

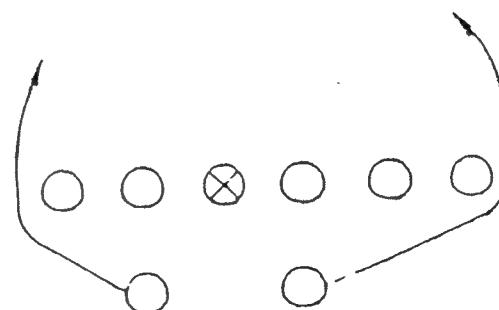


2 - FLAT

0-2 yds.

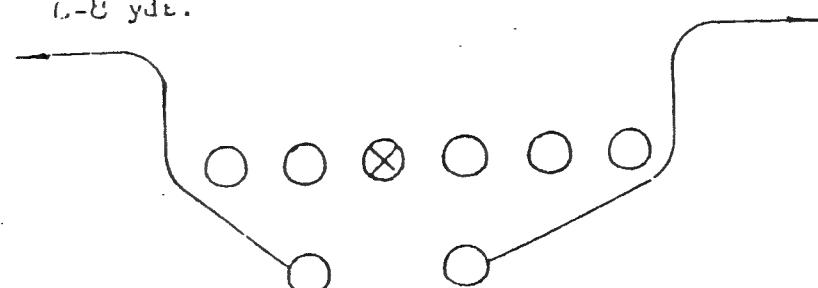


3 - CIRCLE



4 - FAH

6-8 yds.

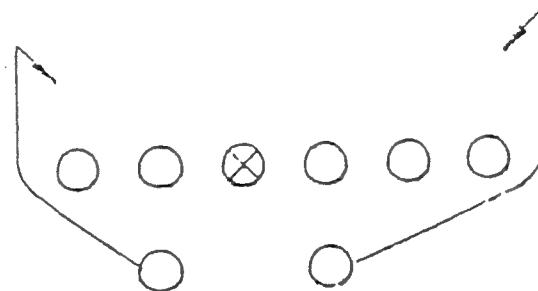


## INDIVIDUAL ROUTES

## BACKFIELD ROUTES

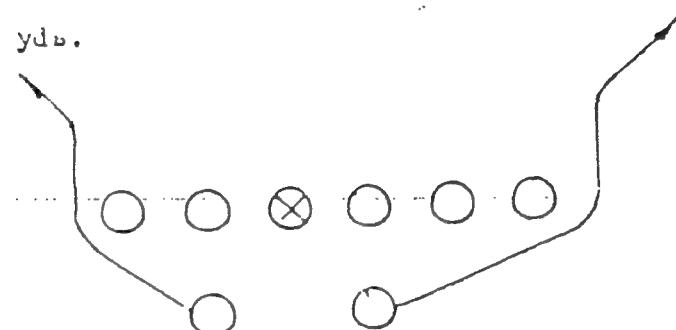
5 - HOOK

6-8 yds.



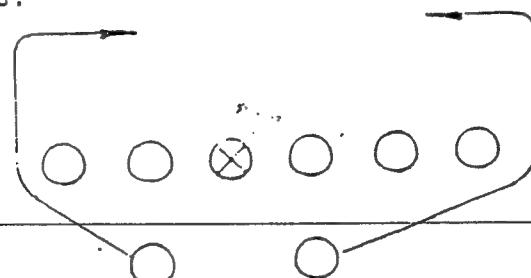
6 - FLAG

6-8 yds.



7 - IN

6-8 yds.



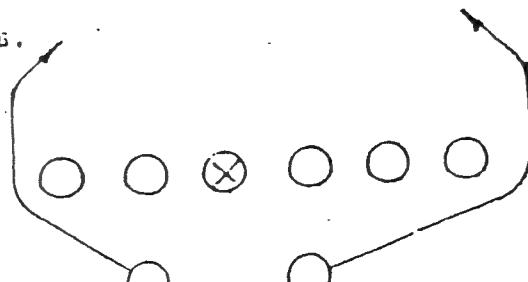
8 - UP

Split the distance between the endmen on L.O.S. &amp; wide out.



9 - POST

6-8 yds.



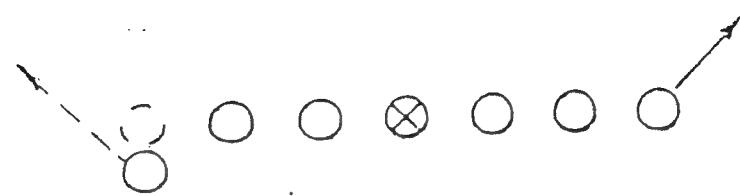
PASSING GAME

INDIVIDUAL ROUTES

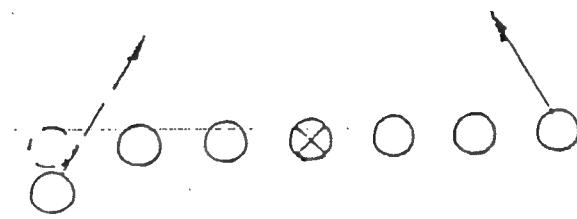
SIDE RECEIVER ROUTES

○ - DIAGONAL

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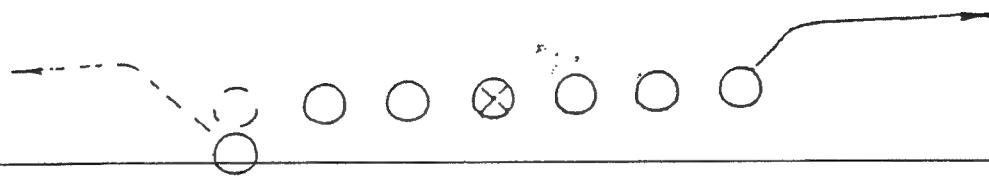


1 - LOOKIE



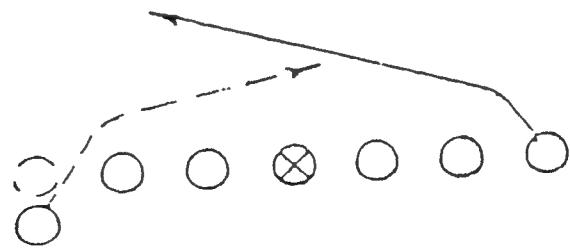
2 - SHORT BENCH

2-4 yds.



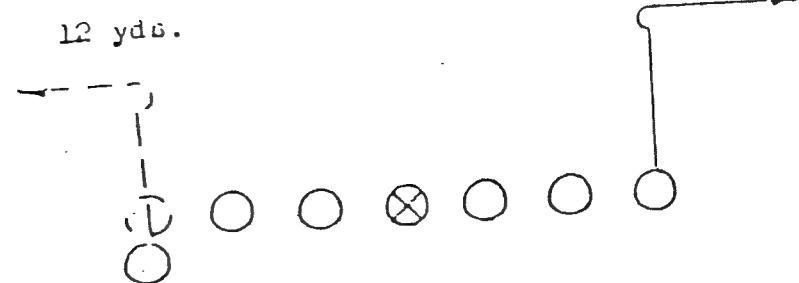
3 - ACROSS

3-5 to 12-15 yds.



4 - BENCH

12 yds.



## INDIVIDUAL ROUTES

1 - OUT ROUTES

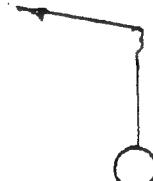
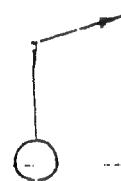
0 - HITCH

5 yds.



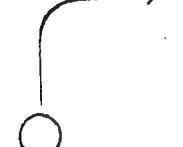
1 - DELAY SLANT

4-5 yds.



2 - QUICK OUT

7-9 yds.



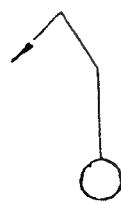
3 - QUICK FAKE

7-9 yds. 1 step fake



4 - OUT

14-16 yds.



PASSING GAME

INDIVIDUAL ROUTES

WIDE OUT ROUTES

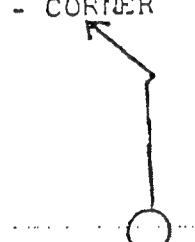
5 - HOOK

14-16 yds.



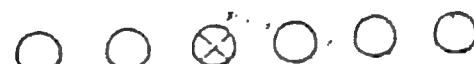
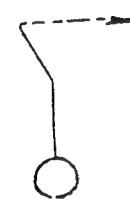
6 - CORNER

12-14 yd.'s 1 step Post Fade



7 - IN

14- yds.



8 - TAKE OFF

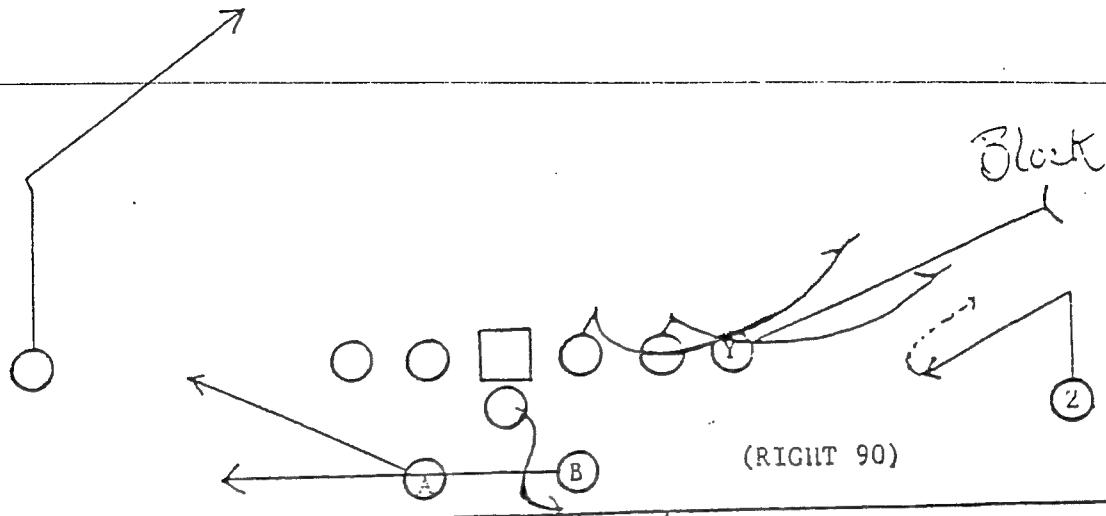
12-14 yds. closing point



9 - POST

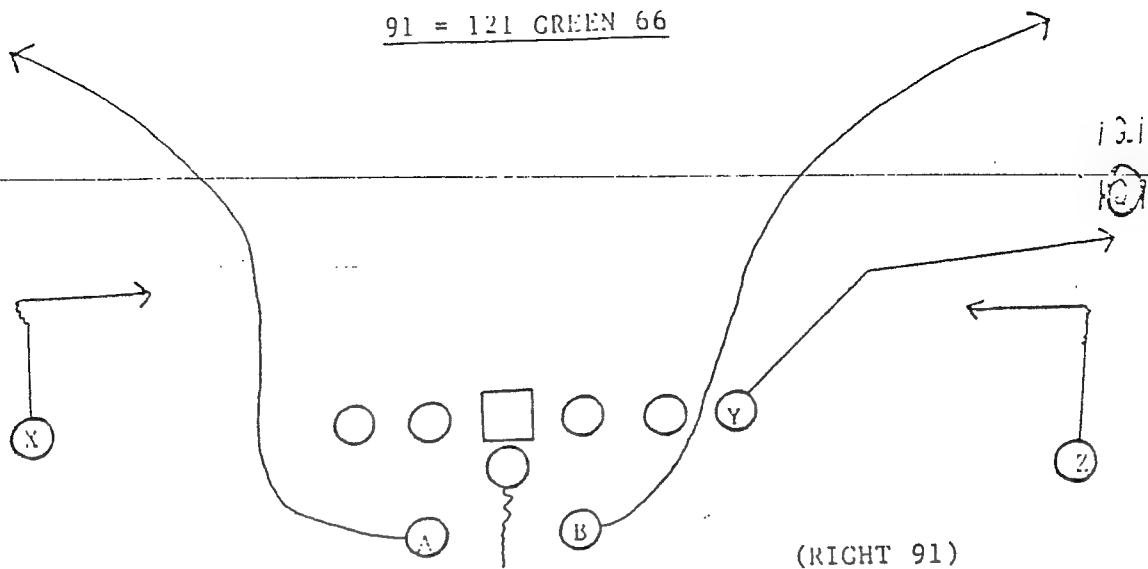
12 yds. 1 step fake



90 = Z QUICK SCREEN

90	QUARTERBACK	RECEIVERS AND BACKS
KEYS	SS AND SC ALIGNMENT.	
DROP & RELEASE	3 STEP, FAKE LOCK	
READS AND ROUTES	READ STRONG FLAT AREA SS AND SC	2 - 2 STEPS THEN PLANT ON OUTSIDE FOOT AND DRIVE BACK TO QB.
COVERAGES	STRONG READ	MIDDLE READ
3	FLAT AREA	WEAK READ
2	AUDIBLE	
9	AUDIBLE	
7	FLAT AREA	
4	FLAT AREA	
5 BLITZ	FLAT AREA	
FIELD POSITION	20 - 20	COACHING POINTS:
HASH MARK	COAL MARK	RUN FROM RIGHT, LEFT AND STRONG ONLY.

## DROP BACK

91 = 121 GREEN 66

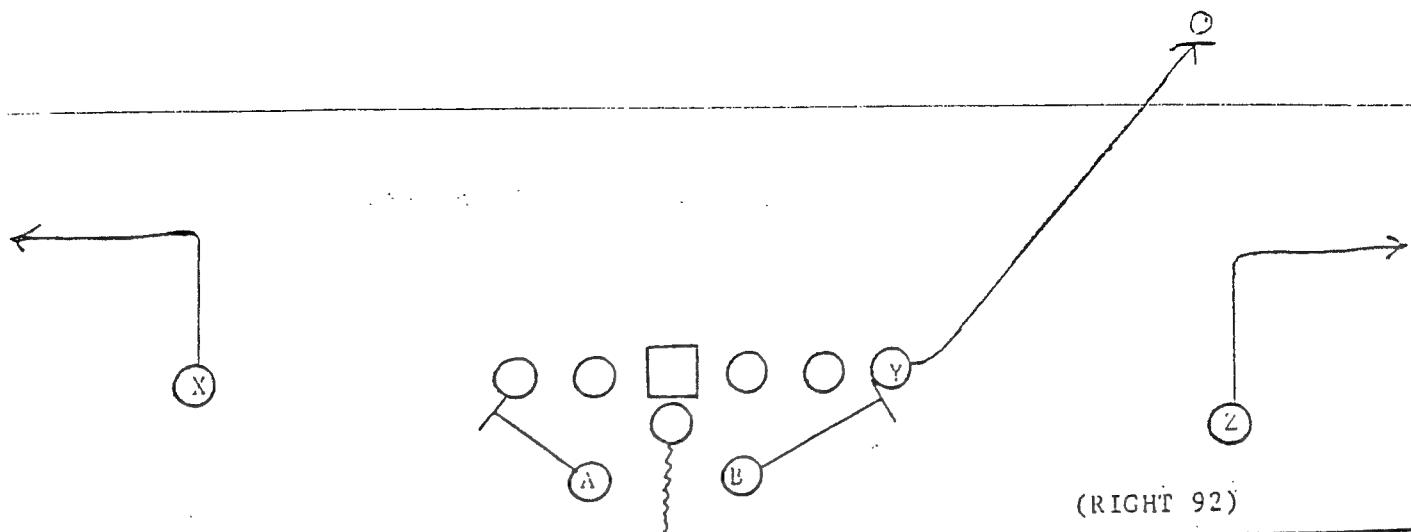
(RIGHT 91)

91	QUARTERBACK	RECEIVERS AND BACKS
KEYS	SAFETIES	
DROP & RELEASE	7 STEP	X AND Z - INSIDE RELEASE
READS AND ROUTES	MIKE - STRONG, GO TO X - WEAK, GO TO Z - STRAIGHT BACK, LOOK HIM OFF AND THROW OPPOSITE  IF CORNERS JUMP X OR Z THEN A OR B WILL COME OPEN LATE ON 6 ROUTE.	X AND Z - RUN 5 YD. "1" ROUTES READ CORNERS FOR ROLLUP, MUST RELEASE INSIDE CORNER Y - RUN 8 YARD "2" ROUTE A AND B - LOOK UP SAM AND MIKE AS YOU RUN "6" ROUTE.
COVERAGES	STRONG READ	MIDDLE READ
3		MIKE
2		MIKE
9		MIKE
7		MIKE
4		MIKE
5 BLITZ		DROP BALL TO X OR Z
FIELD POSITION	-20 TO +30	COACHING POINTS: PATTERN GOOD FOR 5 TO 7 YARDS.
HASH MARK	MIDDLE TO GOAL POST	RUN FROM RIGHT AND LEFT ONLY.

## DROP BACK

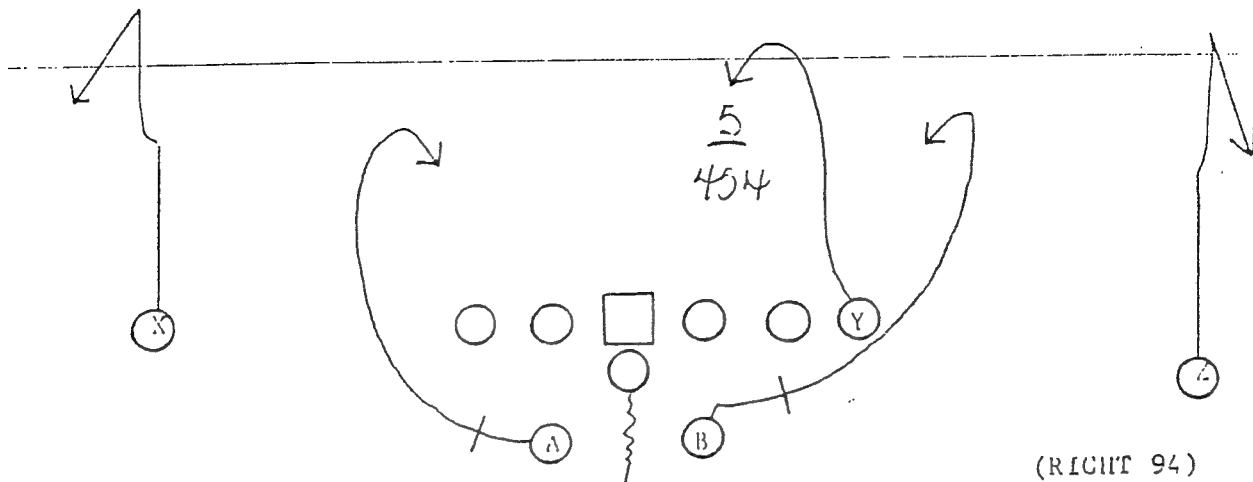
92 = X 202 BLACK

Qd



92	QUARTERBACK	RECEIVERS AND BACKS
KEYS	CORNER DEPTH WALT AND SS ALIGNMENT	
DROP & RELEASE	3 STEP	
READS AND ROUTES	COVER 3 - READ WALT'S DROP AND WC ROLL UP. COVER 7 - GO TO Z.	X AND Z - RUN SPEED "2" ROUTE 7 TO 8 YARDS DEEP
COVERAGES	STRONG READ	MIDDLE READ
3	SS DROP	
2	AUDIBLE	
9	AUDIBLE	
7	CORNER ALIGN.	
4	CORNER ALIGN.	
5 BITZ	CORNER ALIGN.	
FIELD POSITION	20 TO 20	COACHING POINTS: PATTERN GOOD FOR 5 TO 6 YARDS. GOOD ANY DOWN BY 3RD AND LONG. RUN FROM RIGHT AND LEFT.
HASH MARK	ALL	

94 = X OR Y 454 RED CHECK 55



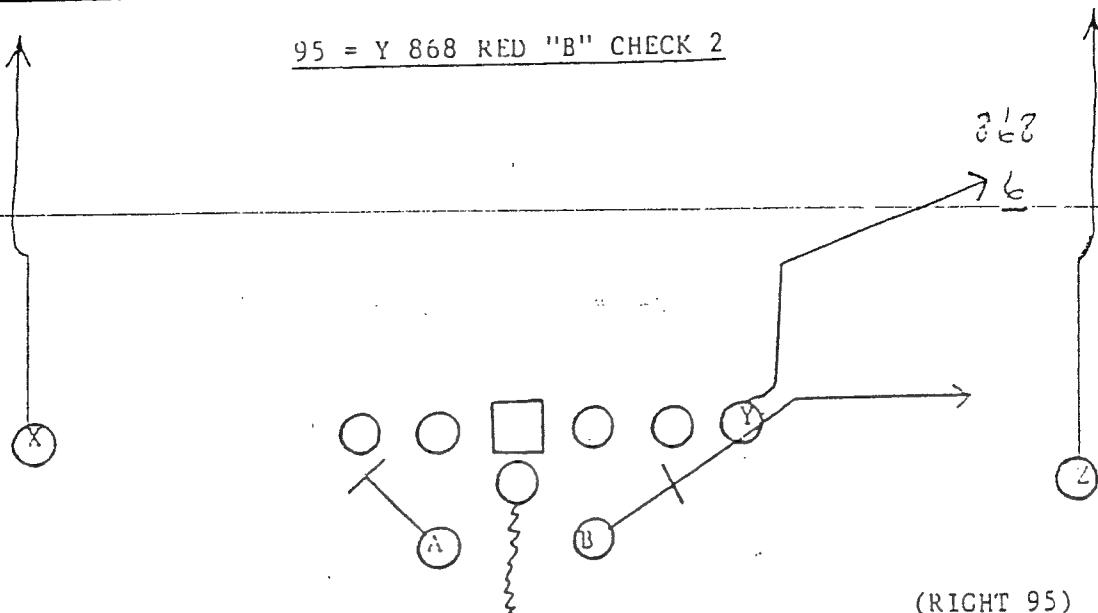
94	QUARTERBACK	RECEIVERS AND BACKS
KEYS	WALT, CORNERS AND SS ALIGNMENT	
DROP & RELEASE	7 STEP	
READS AND ROUTES	X CALL - KEY WALT Z CALL - KEY SS Y CALL - KEY MIKE	X AND Z - RUN ROUTE 14 TO 16 YDS. DEL Y - RELEASE INSIDE WHEN POSSIBLE.
COVERAGES	STRONG READ	MIDDLE READ
3	SS - Z TO B	MIKE - GO TO Y OR B
2		AUDIBLE
9	AUDIBLE	
7		MIKE GO TO Y OR A
4	SS - Z TO B	
5 BLITZ	PROTECTED	PROTECTED
FIELD POSITION	20 TO 20	COACHING POINTS: GOOD AGAINST CORNERS DEEP AND INSIDE. Y CALL - COAL POST OR MIDDLE. RUN FROM ALL FORMATIONS.
HASH MARK	ALL	

## PASSING GAME

Q.C. 14

### DROP BACK

95 = Y 868 RED "B" CHECK 2



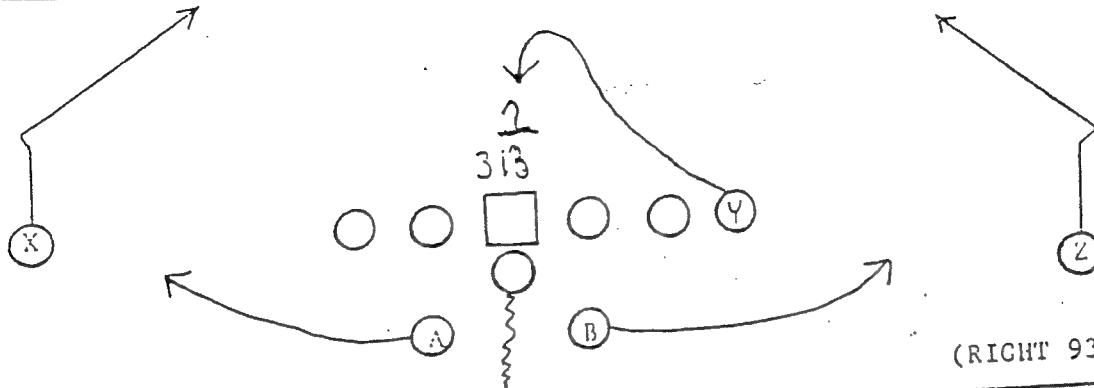
(RIGHT 95)

95	QUARTERBACK	RECEIVERS AND BACKS
EYS	DEPTH OF STRONG SAFETY	
DROP & RELEASE	7 STEP	
READS AND ROUTES	SS - STRAIGHT BACK GO TO "Y" - WIDTH AND DEPTH GO TO "B". SC - DROPS TOO DEEP GO TO "B". .	Y - RUN 10 TO 12 YD. 6 ROUTE. Z - VS. COVER 2 RELEASE INSIDE. .
COVERAGES	STRONG READ	MIDDLE READ
3	STRONG SAFETY	
2	STRONG CORNER	
9	AUDIBLE	
7	STRONG SAFETY	
4	STRONG SAFETY	
5 BLITZ	PROTECTED	
FIELD POSITION	20 TO 20	COACHING POINTS:  PATTERN IS GOOD VS. COVER 2. RUN FROM RIGHT, LEFT AND STRONG.
HASH MARK	ALL	

## PASSING GAME

## DROP BACK

93 = X 313 WHITE 00



## QUARTERBACK

## RECEIVERS AND BACKS

## WALT AND SAFETIES

## CORNERS AND SAFETIES

## 3 STEP

CALLED TO X, KEY WALT.  
CALLED TO Z, KEY SS.

X AND Z - MAX SPLITS, INSIDE  
RELEASE VS. COVER 2.

## STRONG READ

## MIDDLE READ

## WEAK READ

SS - Z TO B

WALT - X TO A

SAM - Z TO Y

WALT - X TO A

SS - Z TO B

WALT - X TO A

SS - Z TO B

WALT - X TO A

ON -20 TO COAL LINE

CORNER ALIGNMENT

ALL

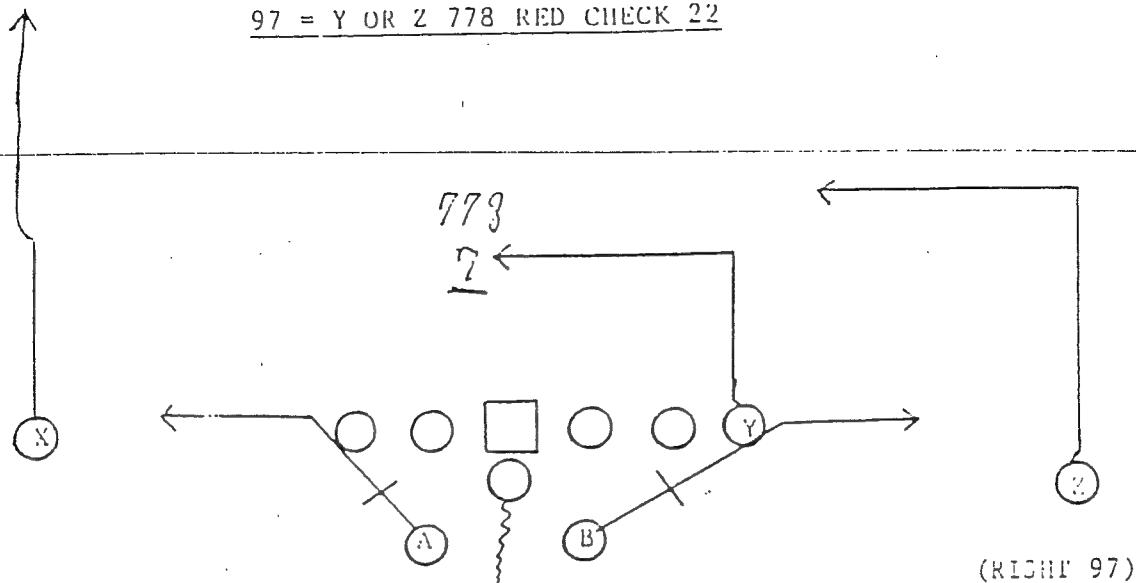
## COACHING POINTS:

PATTERN GOOD FOR 7 TO 9 YARDS.  
GOOD VS. BLITZ. GOOD VS. CORNERS  
LINED UP DEEP AND OUTSIDE.  
RUN FROM ALL FORMATIONS.

AND

## DROP BACK

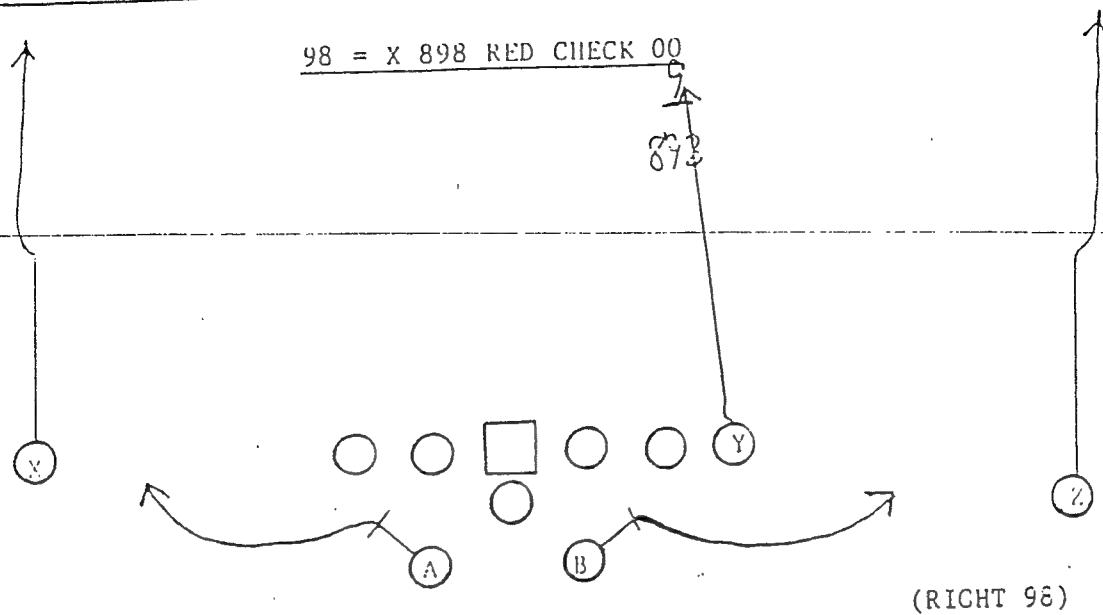
97 = Y OR Z 778 RED CHECK 22



97	QUARTERBACK	RECEIVERS AND BACKS
KEYS	MIKE AND SS	
DROP & RELEASE	7 STEP	
READS AND ROUTES	MIKE - WEAK OR STRONG, GO TO Y - STRAIGHT BACK SS AND GO TO A OR B.	Y - OUTSIDE RELEASE.
COVERAGES	STRONG READ	MIDDLE READ
3		MIKE
2		AUDIBLE
9		AUDIBLE
7		AUDIBLE
4		MIKE
5 BLITZ		PROTECTED
FIELD POSITION	- 20 TO +10	COACHING POINTS: GOOD PATTERN VS. COVER 3 AND NO SET FORMATION TO FIELD. RUN FROM RIGHT AND LEFT.
HASH MARK	ALL	

## DROP BACK

98 = X 898 RED CHECK 00

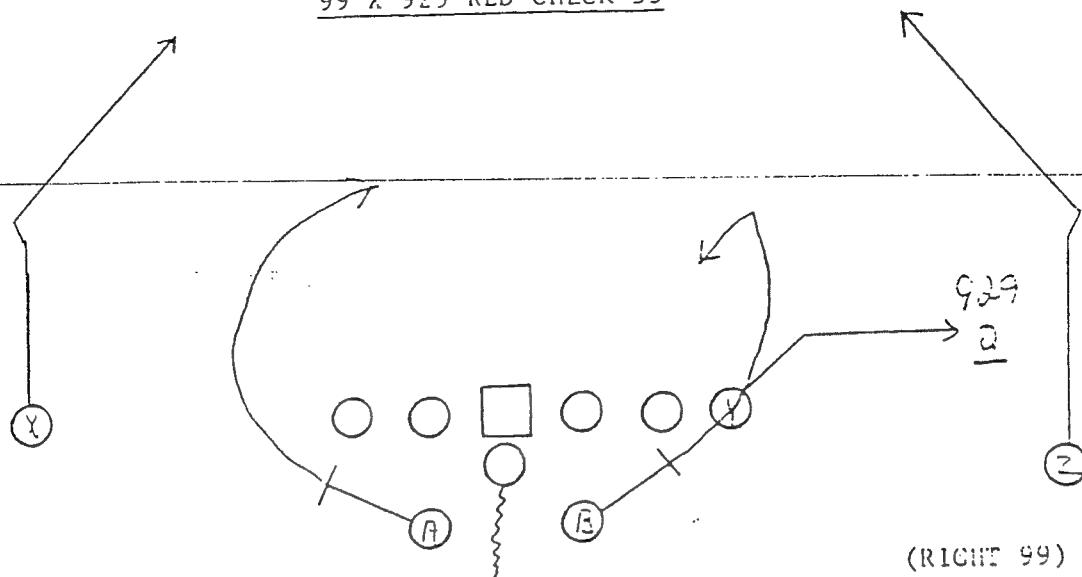


(RIGHT 98)

98	QUARTERBACK	RECEIVERS AND BACKS
KEYS	CORNER ALIGNMENTS	
DROP & RELEASE	5 STEP	
READS AND ROUTES	COVER 3 AND MAN - READ CORNER ALIGNMENTS. COVER 2 - READ CORNER DROPS.	X AND Z - READ CORNER ROLL UP OR COVER 2 RUN FADE "8" ROUTE
COVERAGES	STRONG READ	MIDDLE READ
3	CORNER	
2	CORNER	CORNER, FADE 8
9		WALT, FADE 8
7		CORNER
4	CORNER	CORNER
5 BITZ	PROTECTED	
FIELD POSITION	-20 to +30	COACHING POINTS: LET BALL GO ON 5TH STEP. CAN RUN FROM ALL FORMATIONS.
HASH MARK	ALL	
AUDIBLE	98	

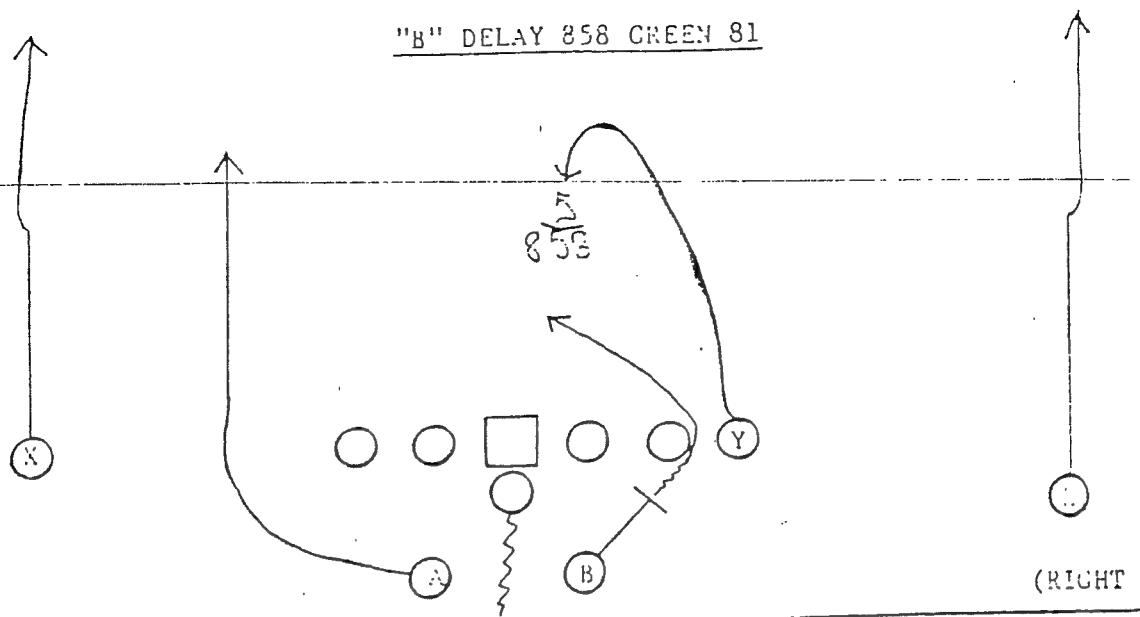
## DROP BACK

99 X 929 RED CHECK 35



99	QUARTERBACK	RECEIVERS AND BACKS
KEYS	CORNER AND "FS" ALIGNMENTS	
DROP & RELEASE	5 STEP	
READS AND ROUTES	FREE SAFETY DROP AND THROW OPPOSITE. CORNERS ROLL UP TO COVER 2 LOOK, GO TO "A" 3 ROUTE.	X AND Z - READ CORNER ROLL UP, STAY WITH 9 ROUTE
COVERAGES	STRONG READ	MIDDLE READ
3		FREE SAFETY
2		AUDIBLE
9		AUDIBLE
7		AUDIBLE
4		FREE SAFETY
5 BLITZ		PROTECTED
FIELD POSITION	20 to 20	COACHING POINTS: GOOD ROUTE VS. CORNERS WHO USE WIDE ALIGNMENT.
HASH MARK	ALL	
ADVISER	99	

## DROP BACK

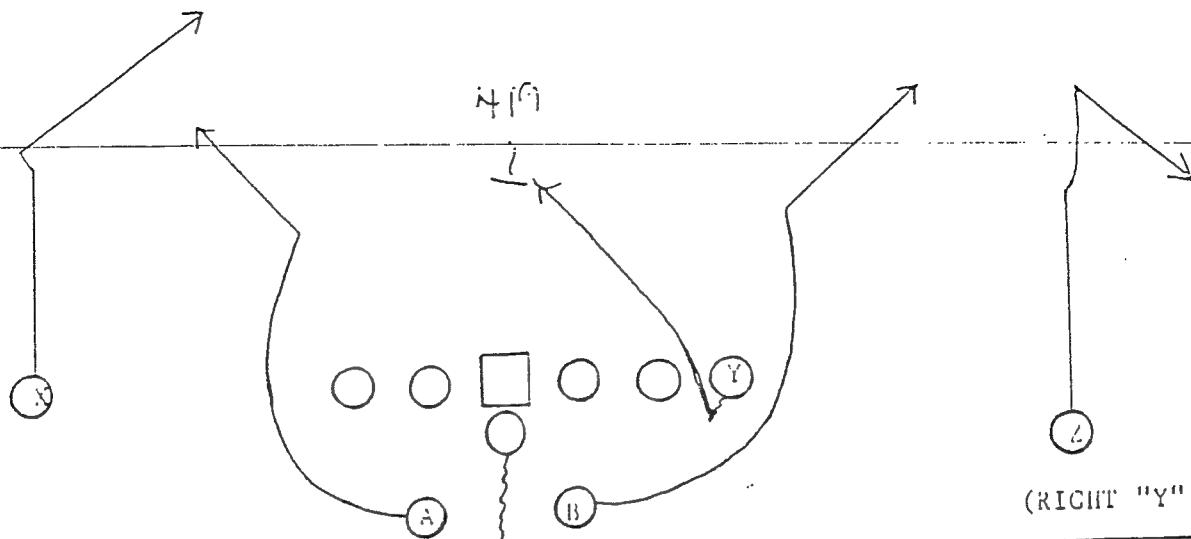
"B" DELAY 858 GREEN 81

(RIGHT "B" DELAY)

	QUARTERBACK	RECEIVERS AND BACKS
KEYS	B, SAM AND MIKE	
DROP & RELEASE		Y - RELEASE INSIDE.
READS AND ROUTES	SAM AND MIKE.	B - STEP UP AND FIND OPENING IN PASS PROTECTION, DELAY UNTIL "A" HAS CLEARED. <u>DO NOT RUSH</u> Y - RUN 5 ROUTE AT 14 YDS.
COVERAGES	STRONG READ	MIDDLE READ
3		SAM AND MIKE
2		SAM AND MIKE
9		SAM AND MIKE
7		SAM AND MIKE
4		SAM AND MIKE
5 BLITZ		DROP TO B
FIELD POSITION	20 to 20	COACHING POINTS:
HASH MARK	ALL	GOOD AGAINST MOST ALL COVERAGES. RUN FROM RIGHT AND LEFT.

## PASSING GAME

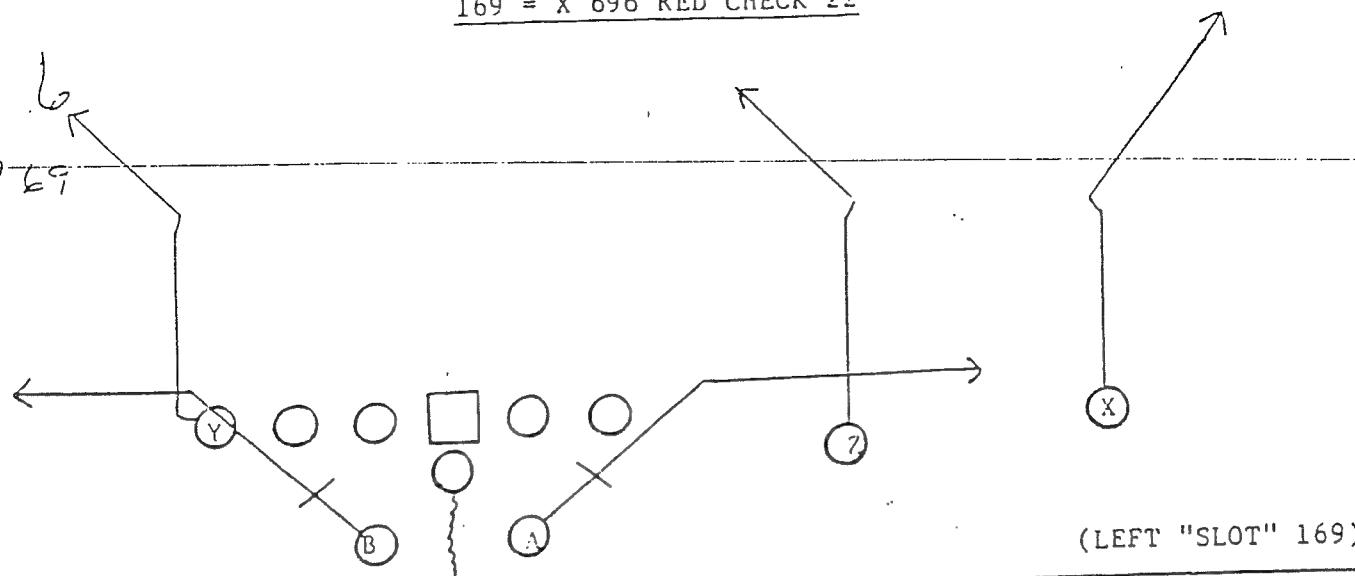
## DROP BACK

"Y" SLOW = 419 GREEN 66

	QUARTERBACK	RECEIVERS AND BACKS
KEYS	Y AND SAM	
DROP & RELEASE	7 STEP	Y RELEASE INSIDE
READS AND ROUTES	SAM - LOOK HIM OFF	<p>Y - DROP STEP TWO (2) COUNTS, RUN 1 ROUTE OVER THE BALL.</p> <p>A &amp; B - LOOK UP LB'ERS AS YOU GO TO FLAG.</p> <p>B - ON "B" HOOK, HOOK OVER THE TOP OF Y'S DELAY.</p>
COVERAGES	STRONG READ	MIDDLE READ
3		Y READ SAM
2		Y READ SAM
9		Y READ SAM
7		Y READ SAM
4		Y READ SAM
5 BLITZ		DROP TO Y
FIELD POSITION	20 to 20	COACHING POINTS:
HASH MARK	ALL	"B" HOOK IS GOOD VS. COVER 2. RUN FROM RIGHT AND LEFT ONLY.
AUDIBLE		

## DROP BACK

169 = X 696 RED CHECK 22

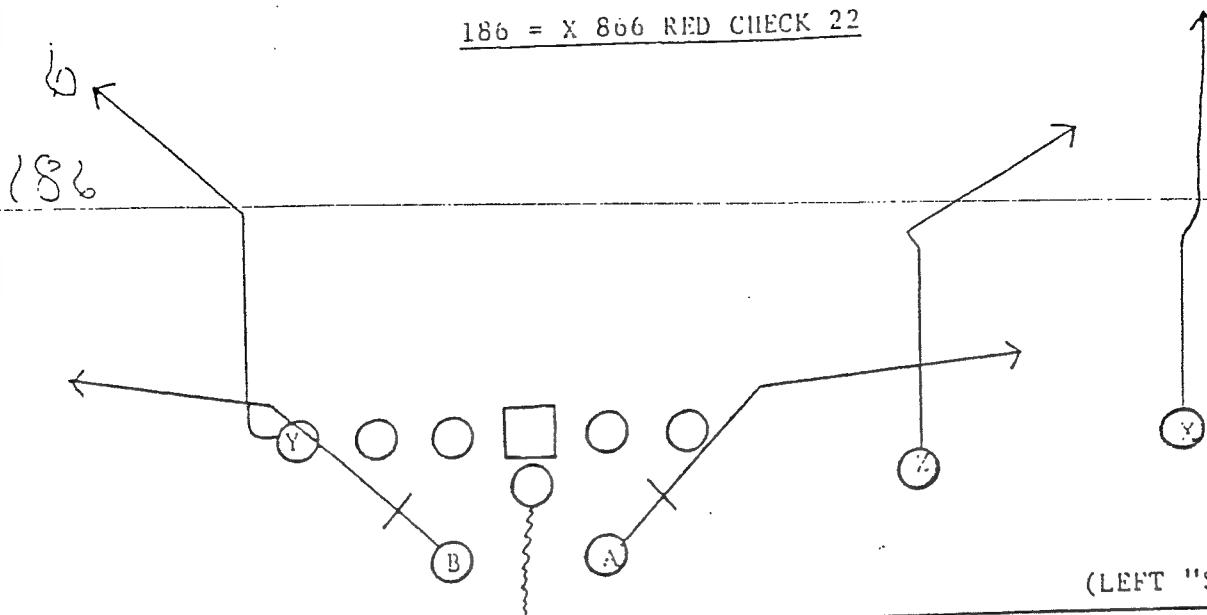


169	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FLAT AREA SLOT SIDE	
DROP & RELEASE	5 STEP (7 VS. COVER 2 AND 9)	Y - RELEASE OUTSIDE
READS AND ROUTES	STRONG SAFETY AND STRONG CORNER.	Y & Z - MUST WORK HARD TO GET CLEAN RELEASE.
COVERAGES	STRONG READ	MIDDLE READ
3	SS & SC - X OR A	
2	CO TO X OR Y	WALT TO CORNER
9	TO CO Y	WALT TO CORNER
7	(SHOULD NOT SEE COVER 7 VS. SLOT)	
4	SS & SC	
5 BLITZ	PROTECTED	
FIELD POSITION	20 TO 20	COACHING POINTS: GOOD WITH Y OPEN. SET "SLOT" TO WIDE FIELD.
HASH MARK	HASH TO COAL POST	

## PASSING GAME

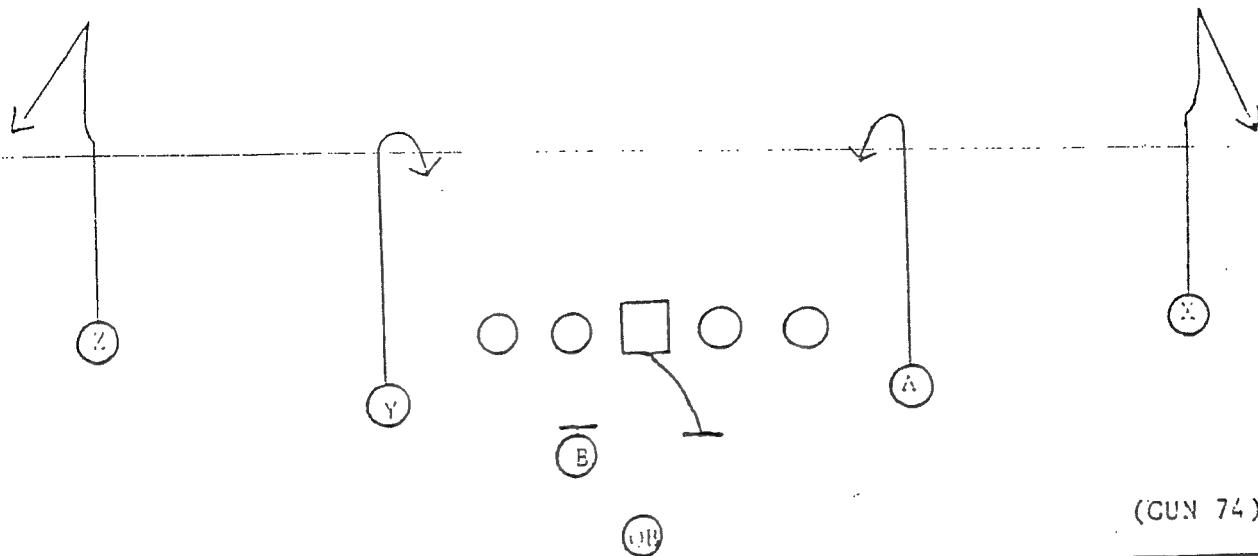
## DROP BACK

186 = X 866 RED CHECK 22



186	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FLAT AREA SLOT SIDE	
DROP & RELEASE	7 STEP	Y - RELEASE OUTSIDE
READS AND ROUTES	STRONG SAFETY AND STRONG CENTER	Y AND Z - WORK HARD TO GET CLEAN RELEASE.
COVERAGES	STRONG READ	MIDDLE READ
3	SS - Z OR A	
2	SC - Z OR A	WC - Y OR B
9	GO TO Y	WALT - Y OR B
7	(SHOULD NOT SEE COVER 7 VS. SLOT)	
4	SS - Z OR A	
5 BLITZ	PROTECTED	
FIELD POSITION	20 TO 20	COACHING POINTS:
HASH MARK	FLASH TO COAL POST	SET "SLOT" TO WIDE SIDE.
RECEIVER	186	

## DROP BACK

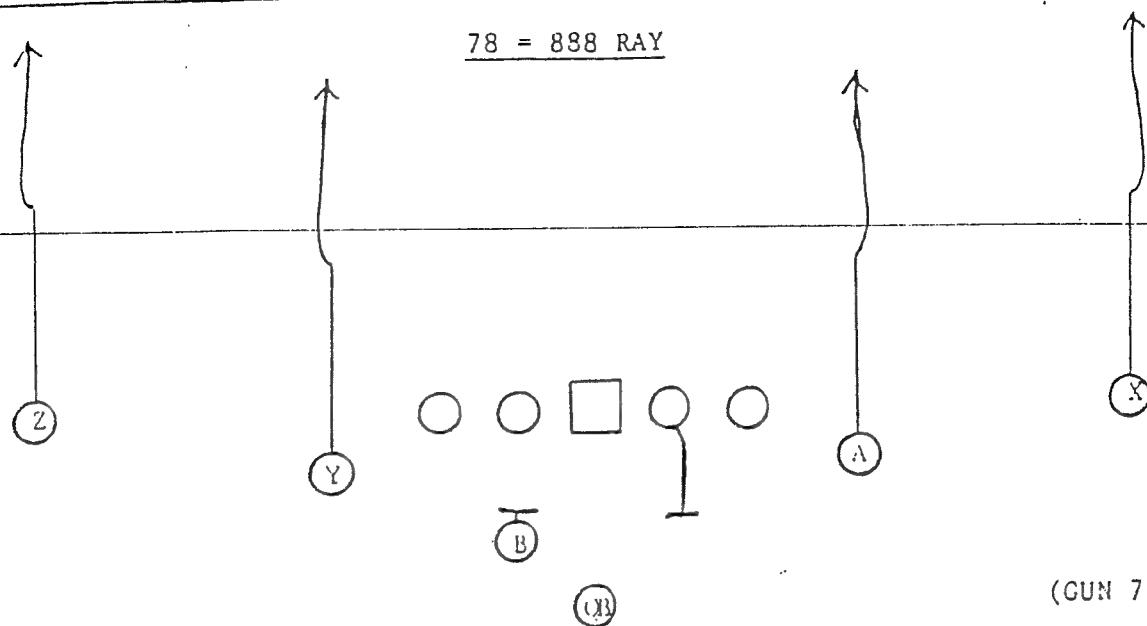
74 - 454 RAY

74	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FIND SS FOR COVERAGE	
DROP & RELEASE	CUN 3 STEP	
READS AND ROUTES	CORNERS ALIGNMENTS X - WALT Z - STRONG SAFETY	Y AND A - WORK HARD TO GET CLEAN RELEASE
COVERAGES	STRONG READ	MIDDLE READ
3	CORNER	Y - READ MIKE
2	AUD. 76 OR 75	
9		AUD. 76 OR 75
7	AUD. 76 OR 75	
4	CORNER	
5 BLITZ	CORNER	
FIELD POSITION	20 - 20	COACHING POINTS:
HASH MARK	ALL	GOOD VS. CORNERS WHO PLAY DEEP AND INSIDE.

## PASSING GAME

## DROP BACK

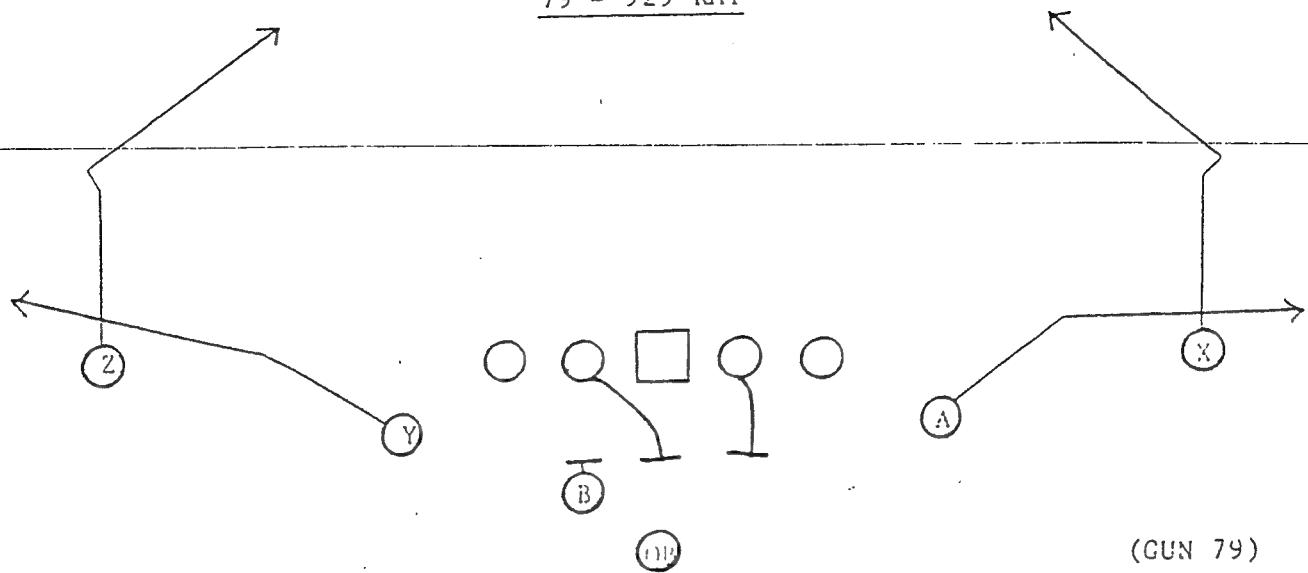
F.O. 50

78 = 888 RAY

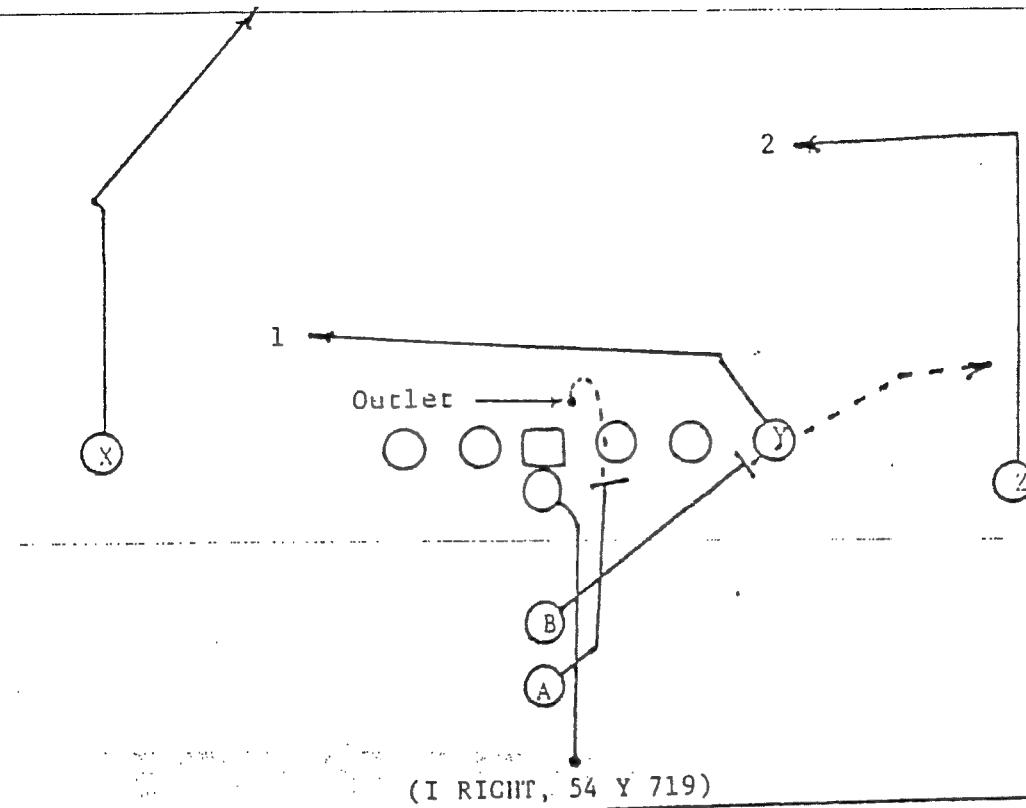
78	QUARTERBACK	RECEIVERS AND BACKS
KEYS	FREE SAFETY	
DROP & RELEASE	GUN DROP	X AND Z - OUTSIDE RELEASE
READS AND ROUTES	READ FREE SAFETIES DROP AND THROW OPPOSITE	X AND Z - <u>MUST STAY WIDE.</u> Y AND A - <u>RUN 8 ROUTE JUST INSIDE THE HASH MARK.</u>
COVERAGES	STRONG READ	MIDDLE READ
3		FS
2		FS
9		FS
7		FS
4	AUD 77 OR 79	
5 BLITZ	AUD 79 OR 77	
FLD POSITION	20 - 20	COACHING POINTS: GOOD ROUTE VS. COVER 3 AND COVER 2
HASH MARK	GOAL POST OR MIDDLE	
AUDIREF	78	

## DROP BACK

79 = 929 RAY



79	QUARTERBACK	RECEIVERS AND BACKS	
KEYS	FREE SAFETY		
DROP & RELEASE	GUN DROP		
READS AND ROUTES	FREE SAFETY DROP AND THROW OPPOSITE.		
COVERAGES	STRONG READ	MIDDLE READ	WEAK READ
3		FS	
2	AUD. TO 76 OR 75		
9			AUD. TO 76 OR 75
7	AUD. TO 76 OR 75		
4		FS	
5 BLITZ		FS	
FIELD POSITION	-20 TO +10	COACHING POINTS:	
HASH MARK	ALL	GOOD VS. COVER 3 AND MAN COVERAGES. GOOD VS. CORNERS WHO LIKE TO PLAY OUTSIDE.	

"54" or 55 - Y 719ASSIGNMENTS

LINEMAN - BLOCK 54 OR 55 PROTECTION RULE.

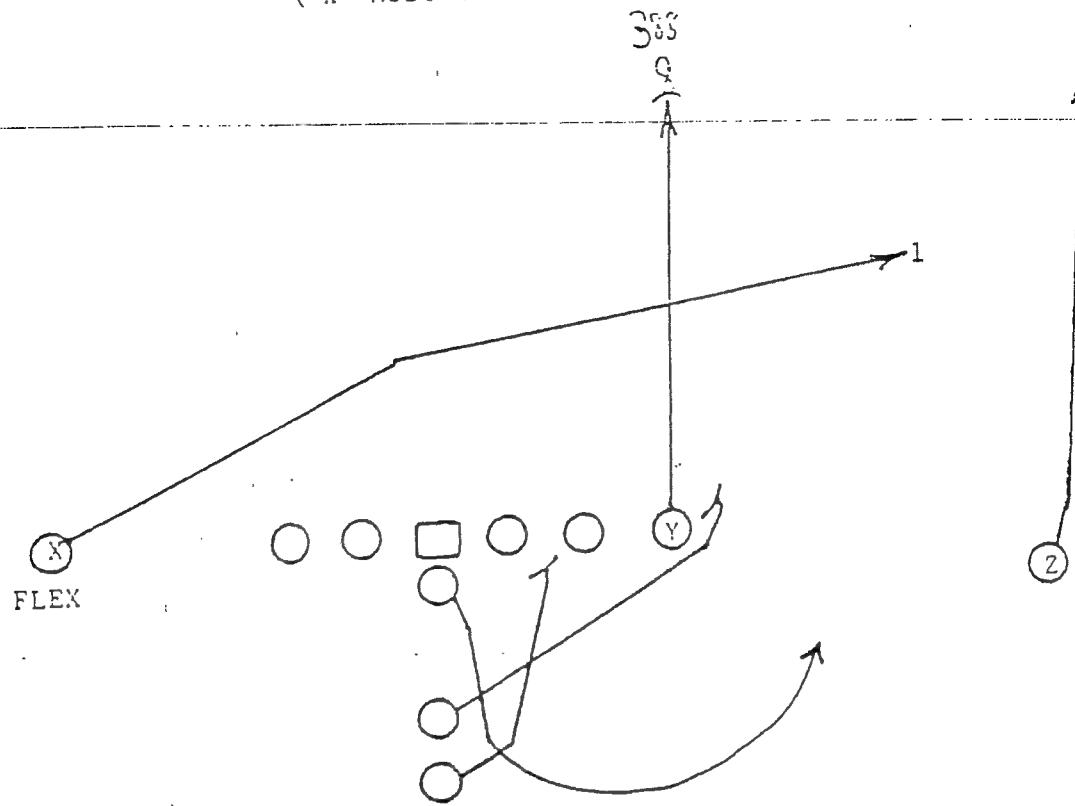
HB AND FB - BLOCK 54 OR 55 PROTECTION RULE.

Y - RUN SHALLOW ONE (1) ROUTE ACROSS FORMATION 5 TO 7 YDS. DEEP.  
BASIC RULE, STAY UNDER LINEBACKERS. CP: INSIDE RELEASE WHEN POSSIBLE.

X - RUN NINE (9) ROUTE.

Z - RUN DEEP SEVEN (7) ROUTE, INSIDE RELEASE VS. COVER 2.  
CP: CONTROL SPEED WHEN OPEN IN ZONE COVERAGE.QB - AFTER YOU FAKE TO HB SET QUICK TO PASS, ABOUT 10-11 YDS. DEEP.  
THE TE (Y) IS PRIMARY, IF COVERED LOOK FOR FLK, (2) ON DEEP  
SEVEN (7) ROUTE, IF NOT OPEN, THE HB IS YOUR OUTLET.CP: SE (X) ON NINE (9) ROUTE WILL BE A PRESS BOX CALL. GOOD AGAINST  
MOST ALL COVERAGES. CAN BE RUN ON HIKE. PROTECTED "I" FORMATION  
PLAY ONLY. CALL TO STRONG SIDE ONLY.

54 OR 55 ROLL X 388  
("X" MUST BE FLEXED)



(I RIGHT "FLEX" 54 ROLL X 388)

ASSIGNMENTS

LINEMEN - BLOCK 54 OR 55 ROLL PROTECTION.

HB AND FB - BLOCK 54 OR 55 ROLL PROTECTION.

Y - TAKE EASY RELEASE AND RUN EIGHT (8) ROUTE.

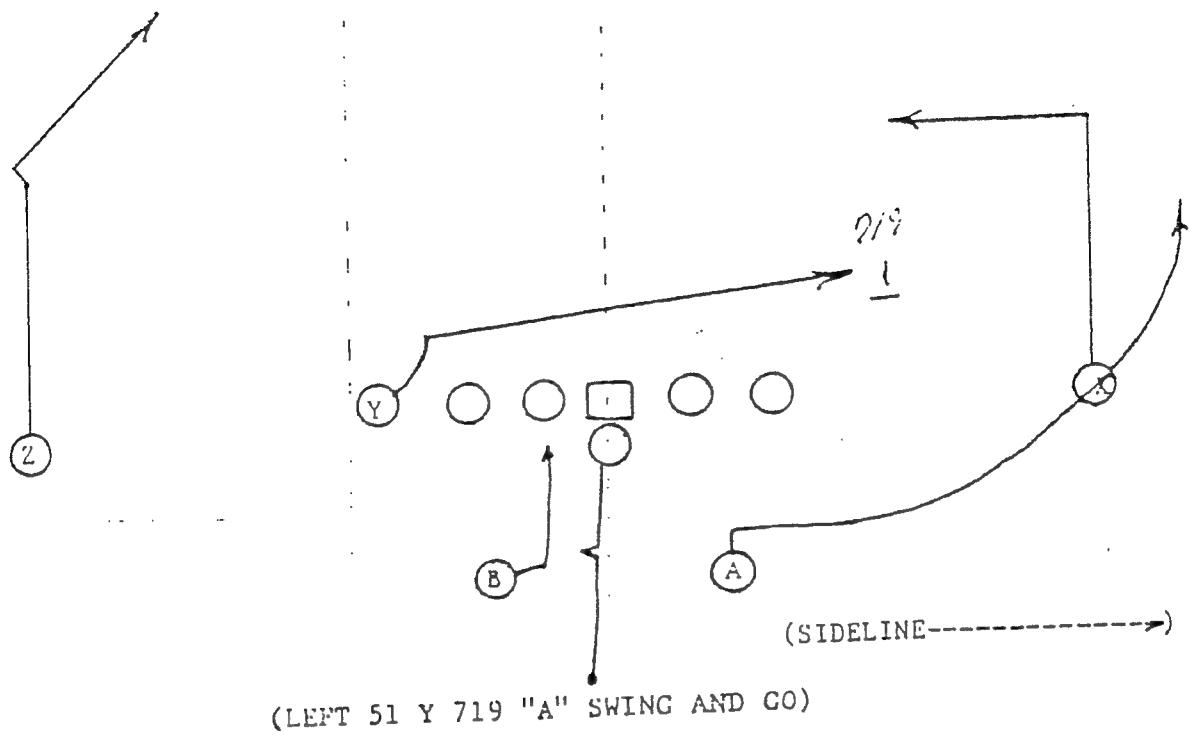
X - INSIDE RELEASE AND RUN THREE (3) ROUTE.

Z - RELEASE OUTSIDE AND RUN EIGHT (8) ROUTE.

QB - 54 OR 55 ROLL ACTION. BEST RUN ON SNAP COUNT. GOOD AGAINST ALL COVERAGES EXCEPT COVER NINE (9). SE (X) IS THE PRIMARY RECEIVER. MUST BE RUN FROM "FLEX". PROTECTED. STRONG SIDE CALL.

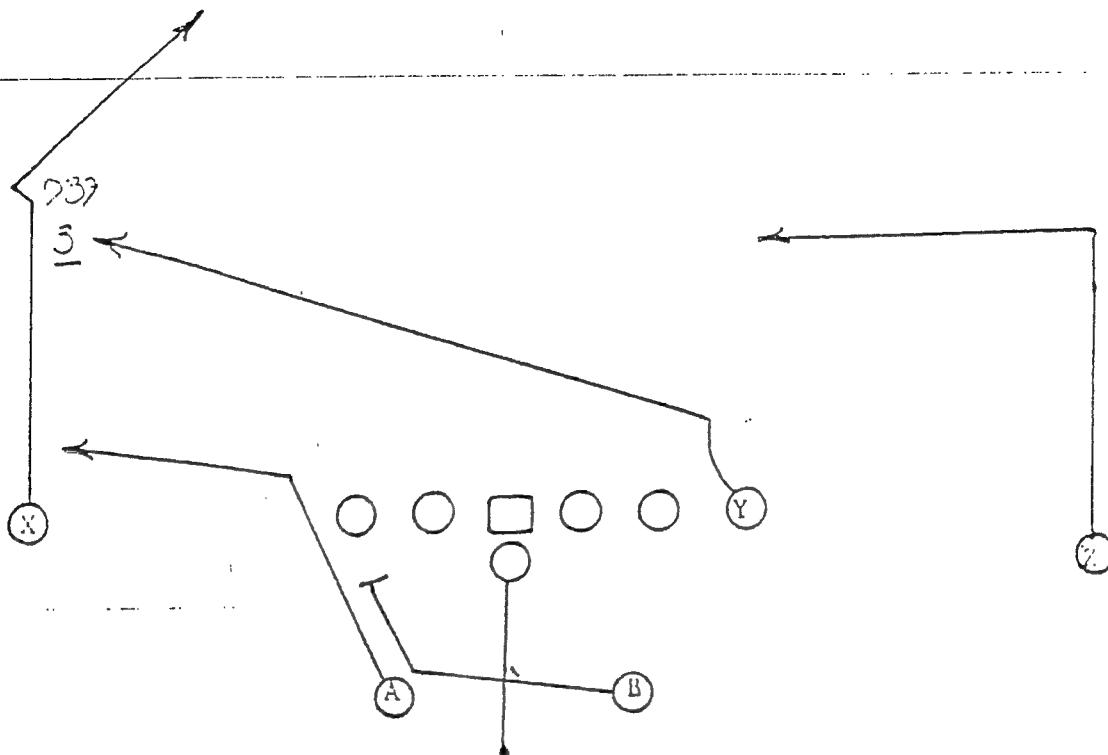
PLAY ACTION PASS

50 OR 51 X719



ASSIGNMENTS

LINEMEN	-	BLOCK 50 or 51 PASS PROTECTION.
FB	-	BLOCK 50 or 51 PASS PROTECTION.
HB	-	CHECK 50 or 51 PASS PRO, THEN RUN FLARE (0) ROUTE OR ROUTE CALLED. CP: "A" SWING AND GO, RUN THROUGH SE (X) ORIGINAL ALIGNMENT, TURN UP AND GO.
Y	-	RUN SHALLOW ONE (1) ROUTE.
X	-	RUN SEVEN (7) ROUTE.
Z	-	RUN NINE (9) ROUTE.
QB	-	EXECUTE 50 or 51 PASS. KEY WEAK FLAT COVERAGE. PROTECTED. CALL TO STRONG ONLY. BEST RUN FROM HASH MARK CP: PUT ROUTE INTO SIDELINE.

PLAY ACTION PASS56 OR "57" Y 739

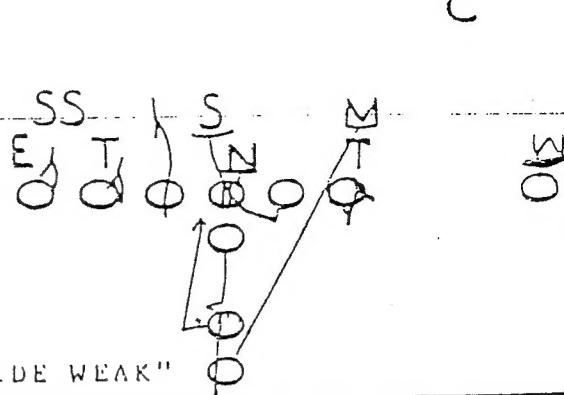
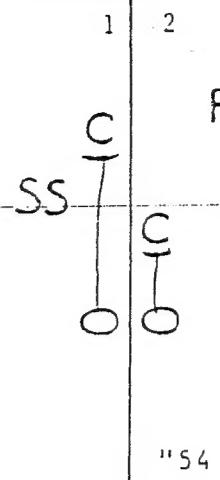
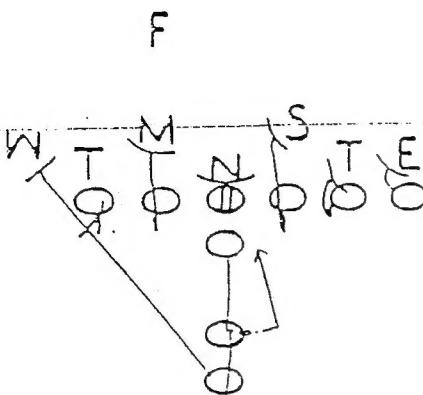
(RIGHT 57 Y 739)

ASSIGNMENTS

LINEMEN	-	BLOCK 56 OR 57 PASS PROTECTION.
HB and FB	-	EXECUTE 56 OR 57 PASS PROTECTION.
Y	-	RUN THREE (3) ROUTE, INSIDE RELEASE WHEN POSSIBLE.
X	-	RUN LONG NINE (9) ROUTE.
Z	-	RUN SEVEN (7) ROUTE.
QB	-	EXECUTE 56 or 57, WHICH IS FAKE "LOCK". SET QUICK TO PASS ABOUT 9-10 YDS. DEEP. KEY WALT VS. COVER 3 AND 9. KEY WEAK CORNER VS. COVER 2 AND 7. GOOD VS. COVER 2 AND 7. CALL TO WEAK SIDE ONLY.

and 5 - From I

, 45, 34 and 35 - From RIGHT, LEFT, PRO AND STRONG.

ASSIGNMENTS

X - RUN OFF.

OFF T - PASS SET - MAN ON - POSSIBLE SCISSORS (TACKLE WILL CALL).

OFF G - PASS SET - MAN ON - POSSIBLE SCISSORS.

CENTER - PASS SET - MAN ON - TAKE ANY DIRECTION - (NO PENETRATION).

ON G - PASS SET - MAN ON - POSSIBLE SLIDE CALL - COVER TAKE ANY DIRECTION.

ON T - PASS SET - MAN ON - POSSIBLE SLIDE CALL.

Y - MAN CUTOFF.

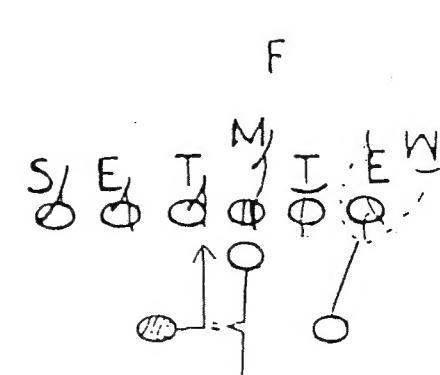
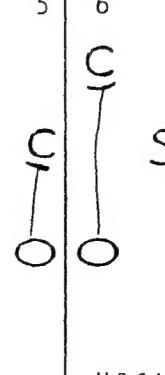
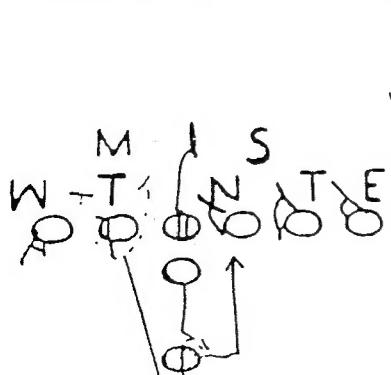
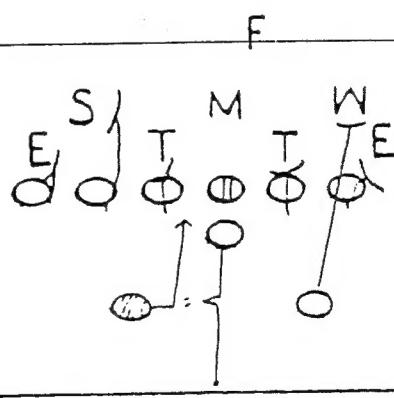
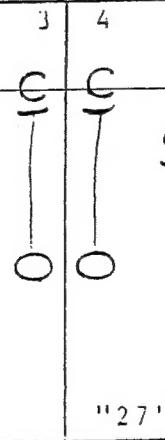
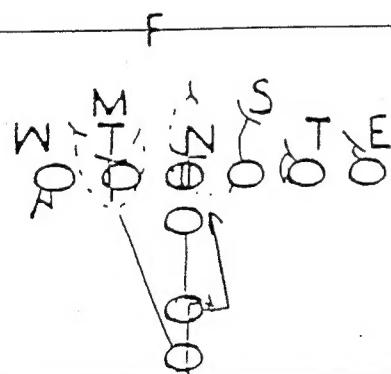
Z - RUN OFF

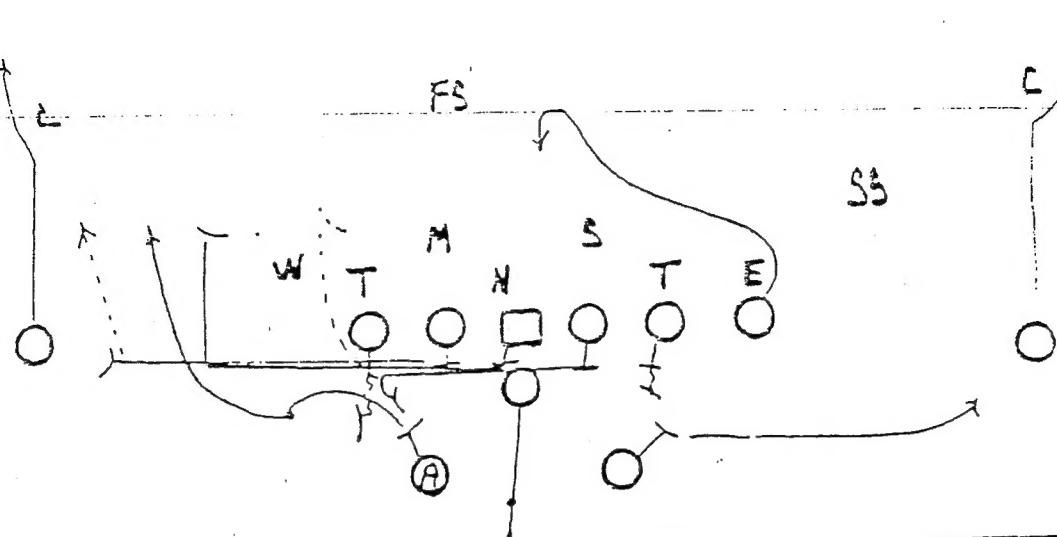
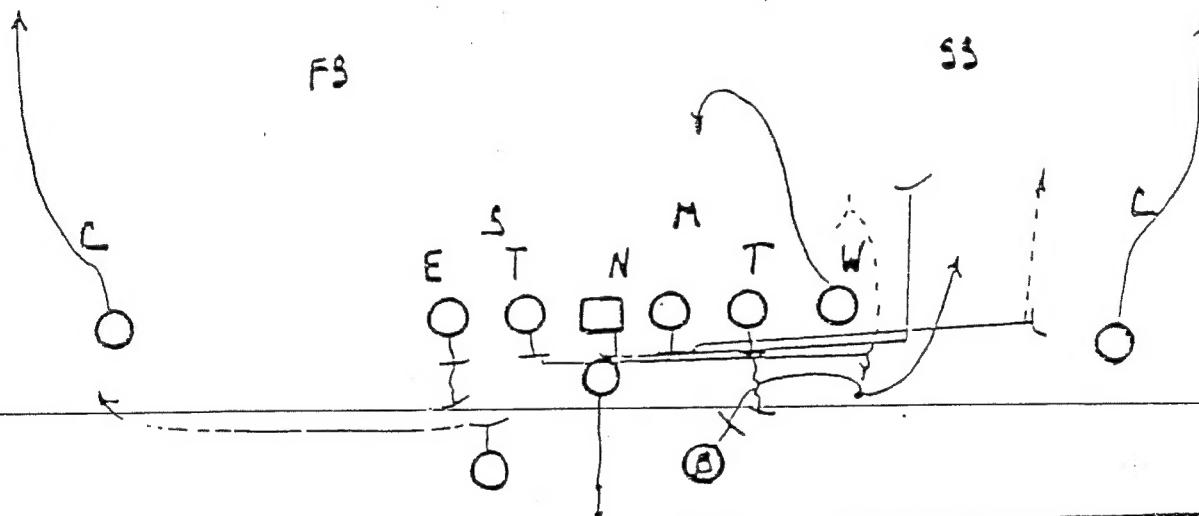
FB - SHOW RED PROTECTION, WAIT FOR BALL, KEY NOSE VS. ODD DEF., TACKLE OVER GUARD VS. EVEN DEF. RUN TO DAYLIGHT.

HB - SHOW RED PROTECTION, THEN SEARCH OUT AND BLOCK WALT.

QB - SHOW DROP BACK PASS, PUT BALL IN BACK'S POCKET, CONTINUE BACK, SET TO PASS.

THIS IS A "HIKE" PLAY, CALL TO WEAK SIDE ONLY.



"A" AND "B" SCREEN LEFT OR RIGHT"A" SCREEN LEFT"B" SCREEN RIGHTASSIGNMENTS

X - Run 8 pass route.

OFF TACKLE - Pass block man over, sustain.

OFF GUARD - Pass block man over for 2 counts, then release flat to screen and seal.

CENTER - Pass block man over for 2 counts, then release flat to screen. Get quick width and then lead up field.

ON GUARD - Pass block man over for 2 counts, then release flat to screen. Get quick width and block force, none lead up field.

ON TACKLE - Pass block man over for 3 counts, then cut him down or run him up field deep.

Y - Run hook middle pass route.

Z - Run 8 pass route.

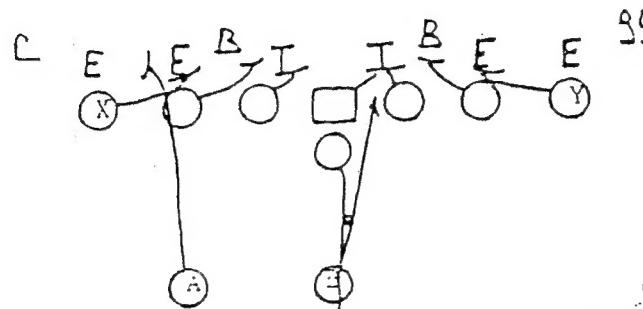
SCREEN BACK - Pass block for 2 counts, then release into screen route.

OFF BACK - Pass block, none run "0" pass route.

QB - 7 Step drop, stop, get more depth and then throw to screen back. CP: Key inside linebacker to playside

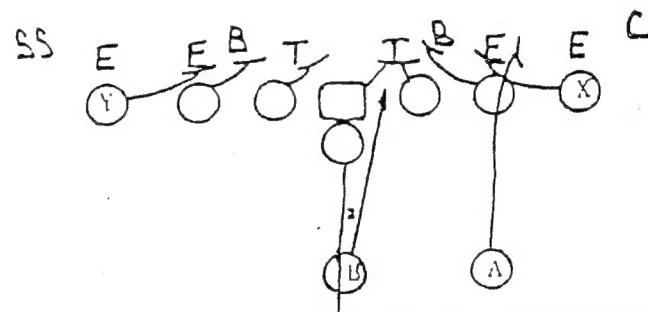
COAL LINE AND SHORT YARDAGE OFFENSE

30 WEDGE DIVE



(PRO RIGHT 30 WEDGE DIVE)

30 WEDGE DIVE



(PRO LEFT WEDGE DIVE)

## ASSIGNMENTS

Z - RUN HIM OFF.

LINE AND TE'S- WEDGE BLOCK "O" HOLE.

FULL BACK = EXPLODE TO "O" HOLE

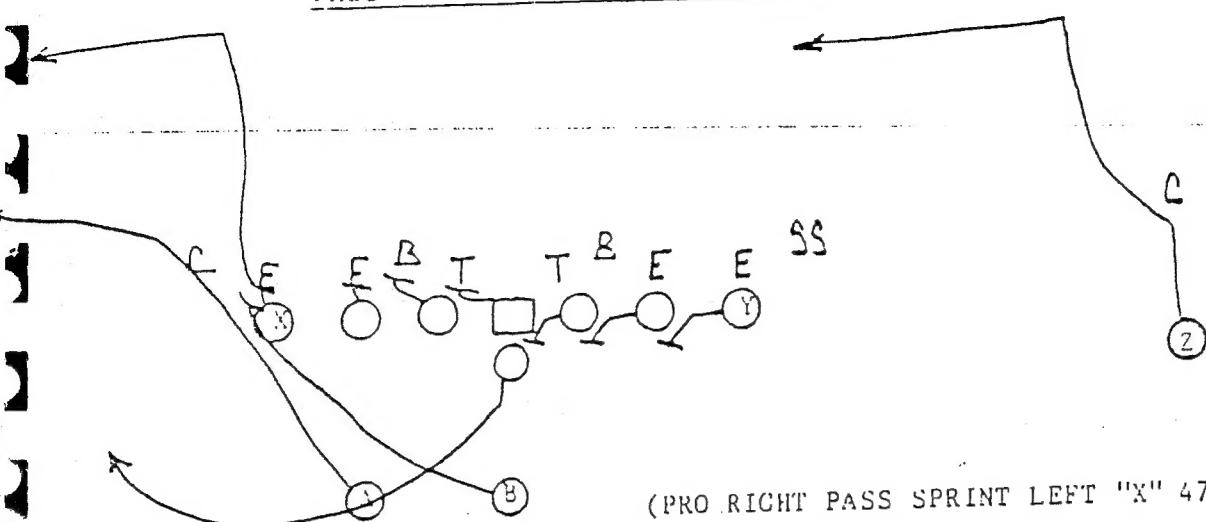
FULLBACK - EXPLODE TO "O" HOLE.  
HALFBACK - DRIVE THROUGH OUTSIDE HIP OF YOUR TACKLE ON YOUR SIDE, BLOCK FIRST COLOR.  
QUARTERBACK - RUSH REACH DEEP TO HAND OFF. SET TO PASS.

HALFBACK - DRIVE THROUGH OUTSIDE HIP OF YOUR TACKLE OR THE  
SECOND BACK. OPEN. CLEAR LANE AS YOU REACH DEEP TO HAND OFF, SET TO PASS.

GOAL LINE AND SHORT YARDAGE

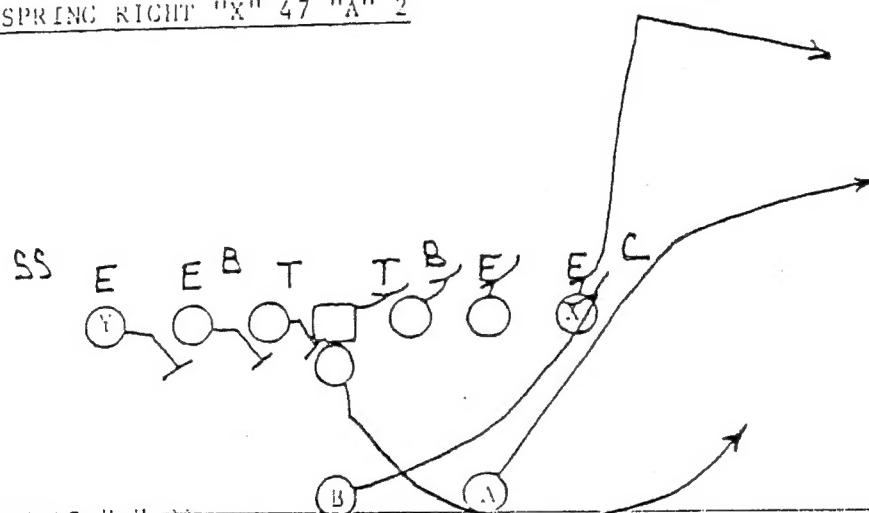
5.

PASS SPRINT LEFT "X" 47 "A" 2



(PRO RICHT PASS SPRINT LEFT "X" 47 "A" 2)

PASS SPRING RICHT "X" 47 "A" 2



(PRO RICHT PASS SPRINT RICHT "X" 47 "A" 2)

Z" 40

ASSIGNMENTS

Z - RUN 7 ROUTE.

X - RUN 4 ROUTE.

AND C - REACH CUT OFF BLOCK.

AND Y - HINGE BLOCK.

FBACK - LOAD BLOCK MAN OVER TIGHT END.

FBACK - RUN 2 ROUTE.

FBACK - OPEN, GET DEPTH AS YOU SPRINT ONSIDE TO THROW, READ FLAT AREA.